

PLAYSTATION



ISSUE 17 FEBRUARY 1998 £2.95

HEROINE ADDICTS

Meet the girl who's
going to kick Lara's ass

WINTER SPORTS SPECIAL!

We chill out with...

- COOL BOARDERS 2
- NAGANO OLYMPICS
- SNOW RACER
- NHL FACEOFF 98
- OPEN ICE
- CHILL

TEKKEN 3

EXCLUSIVE FIRST SHOTS INSIDE!

NO FREE BOOK? ASK YOUR NEWSAGENT!

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actua ICE HOCKEY

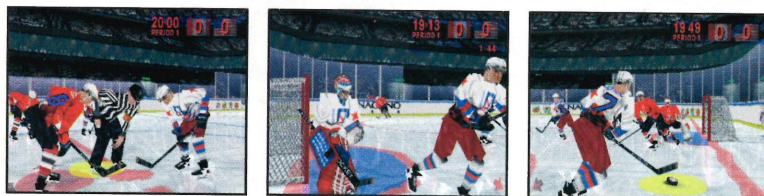
my dream will
come true
in nagano



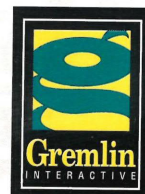
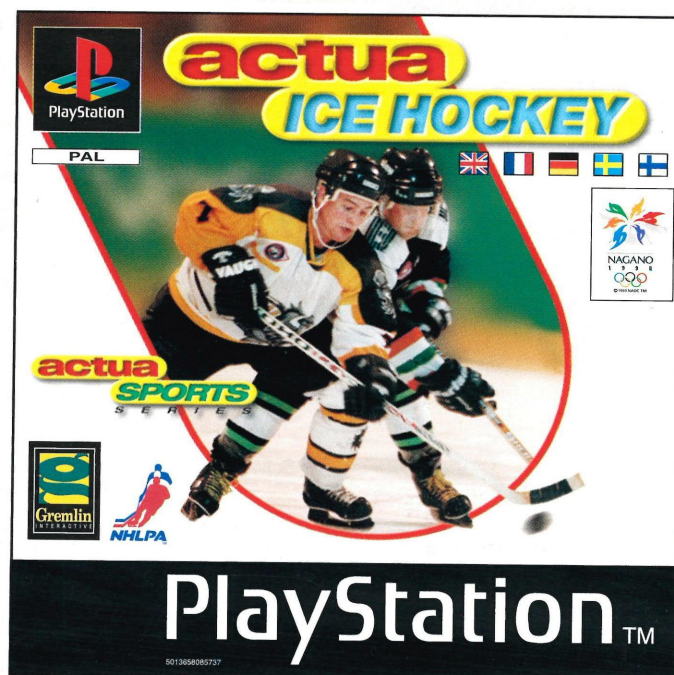
Your dream can come true in the vast Nagano arenas of Aqua Wing and Big Hat with Actua Ice Hockey, an Official Licensed Product of the 1998 Olympic Winter Games.

Play any of the top international sides in your quest for Olympic glory. Every squad contains players from the world's top professional leagues.

Leading professionals provide the awesome player movement and reaction on the ice while stunning live commentary and wild crowd interaction help to bring the unique atmosphere to Sony PlayStation and PC CD-ROM.



Screenshots taken from PlayStation Version



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WELCOME to another fun-packed issue of your favourite PlayStation publication. Hopefully you've all got what you wanted for Christmas and have been hammering your joypads into oblivion over the festive period. But now you'll be anxious to know what lies ahead for your beloved console. Well we have all the answers you need, as we've got all the gossip on what's lookin' great for '98 right here in this very issue.

We also have the world exclusive review of Eidos Interactive's potential Lara beater, *Deathtrap Dungeon* for you too. Plus we've shrugged off our Christmas hangovers to gather together the best winter sports titles on the planet and have spread them evenly over our special chilled out preview.

All that plus a free Sporting Cheats Bible, the usual blend of fact, fiction, comedy, abusive language and the best games the PlayStation world has to offer all in one lovingly crafted package. Not bad for just under three quid, eh? Anyway, I hope you like it. Game on...

Jay



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06 - News

If you want to keep up-to-date on what's happening in the world of PlayStation then this would be a very good place to start

86 - Subscriptions

Get the mag delivered direct to your door days before it goes on sale down the shops - and pay less too. Good God man! What a bargain

88 - Reader Review

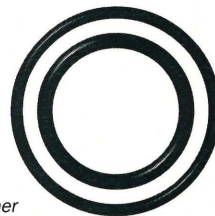
Think you can do it better than us? Well you're probably right, but you'll have to prove it to the world by sending us your own efforts

89 - Back Issues

Pump up your collection of the best PlayStation mag on the planet by simply sending off a simple form on page 89, oh and paying for it too! We're running out of stock though so you'd better be quick

90 - Pro Directory

Don't even think about buying a game before you've checked its worth in our comprehensive buyer's guide listings. Every single PSX title ever released is reviewed and rated in our special section, plus we even give you our hot list of recommendations too, in order to enhance your game collection to the max



Solutions 74

74 - He who cheats wins

Resident tips moron Andy Sharp sits down to help you out with all the games you're stuck on. God help you all. This month sees Interplay's excellent MDK get a good seeing too as well as loads of other bits and bobs. You lucky, lucky people

80 - Formula Karts complete solution

If you ever needed help holding down accelerate and pressing left and right then Andy Sharp is here to help with his definitive guide to Telstar's bounce around racer



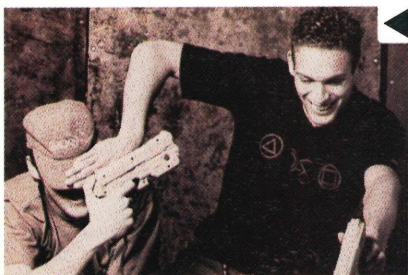
PREVIEWED Newman-Haas Racing

Psygnosis want to keep their racing game crown very badly indeed **68**



COMPETITION OFFICIAL SONY MERCHANDISE

If you fancy attracting attention from the opposite sex this winter then enter our compo to win this ace gear! **11**



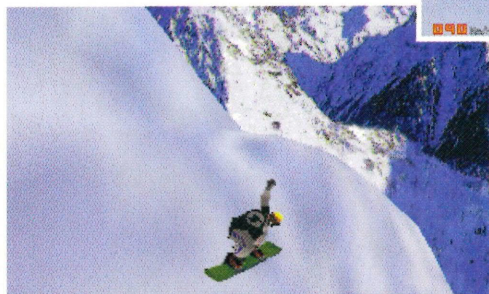
Cover Story DEATHTRAP DUNGEON

Eidos have finally completed work on their ambitious project to bring Ian Livingstone's classic Fighting Fantasy book to the videogame world and guess who's got the world exclusive review all tied up so our you can read it here first? Is it a Tomb Raider beater or just a clone? Find out inside!



PREVIEWED Chill

Eidos join our winter sports spectacular with this 'hey dude' downhill jaunt **60**



PREVIEWED Buggy

Race tiny remote control cars in a crazy interactive world thanks to Gremlin's latest speed baby **66**



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The wintry sequel to Sony's first snowboarding effort. Get some 'Big Air' with the latest boards on a PlayStation near you soon!

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A platform adventure with more than a dash of Tim Burton's animated style. Interested? Read the preview

58 - Dark Omen: Warhammer 2

The sequel to the highly popular role-playing game gets looked at first by your favourite PlayStation magazine

60 - Chill

The coolest named snow game this year comes from Eidos and features more rendered babes for a change



PREVIEWED Cool Boarders 2

Get your snowboard out. It's time to chuck yourself down a mountain at high speeds in the name of being trendy 54

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If you're fed up of Final Fantasy VII then you're A) mad or B) need a new role-playing game. Could this be it?

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66 - Buggy

Yet another racing game, but this time with the novel twist of forcing you to control a remote control car! Cool!

68 - Newman-Haas Racing

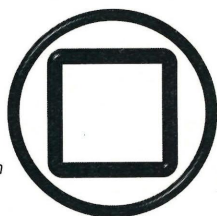
Yet another racing game, but this time with the novel twist of forcing you to control an IndyCar. Cool!

70 - Snow Racer

Yet another racing game, but this time with the novel twist of forcing you to race on snow! We can see a pattern developing here...

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The PC classic is almost ready for a debut on the PlayStation. See if you can cure the locals of all manner of bizarre illnesses



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12 - Deathtrap Dungeon

Eidos are determined not to rest on their Lara encrusted laurels and follow up Silicon Spice's adventures with the game based on Ian Livingstone's classic Fighting Fantasy books

18 - Steel Reign

Many people find tanks are a bit of a drag, but Steel Reign tries to speed things up a little



20 - Herc's Adventures

Ancient Greece is the setting for this latest platformer from LucasArts, and thankfully there isn't a stable full of horse shite in sight

22 - BRAHMA Force

First person perspective shoot'em-ups are beginning to come through a bit more regularly now. Check this one out

26 - Bloody Roar

Known elsewhere as the amusing titled 'Beast,' Bloody Roar is a top looking beat'em-up. Did we like it though?

30 - Lethal Enforcers 1 & 2

If we get through a couple of lines here without swearing once at this abomination we should be made saints. But it's arse! Damn!

32 - Critical Depth

The most fun you've had underwater since nearly drowning as a child. Almost

34 - Bushido Blade

Learn the way of the warrior and give your enemies a proper good hiding, just like the Samurai did!

38 - Auto Destruct

Remember Knightrider? Well this is the same sort of idea. Hi-tech cars, empty streets and loads of wanton destruction. Good stuff!

42 - Indy 500

JVC have a bit of a go at reproducing the thrills and spills of IndyCar racing

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Sony take on the current crop of ice hockey games with this '98 version of Face Off

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More gun related hoo-hah courtesy of GT Interactive. Is it a cash-in or is it just plain rubbish? We tell you straight!

50 - Open Ice

Ice Hockey players aren't known for their big heads as a rule, but they are in GT Interactive's latest offering. And we mean BIG HEADS!



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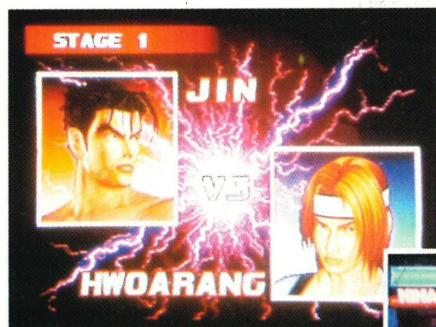
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TEKKEN 3

IT'S OFFICIAL!

Ask PlayStation owners to name their favourite beat 'em-up and we reckon an awful lot of them are going to plump for one of the Tekken games. You can imagine the growing excitement when confirmation finally came through that a PlayStation conversion of the third arcade game in the series was actually going to happen. Rumours had initially been rife that the project was going to be impossible because the arcade machine performed new cutting-edge jiggy pokery, but the lads over in Japan have got their thinking caps on and gone without sleep for a while and the proof is here for all to see in these exclusive first screenshots of the PlayStation version.

For a fighting game Tekken 3 has a massively complicated plot when realistically you just want to leather the hell out of your



Anticipation begins to rise at the prospect of the new Tekken game. These first EXCLUSIVE PlayStation shots can only give us a taster for the treat we have in store in the summer

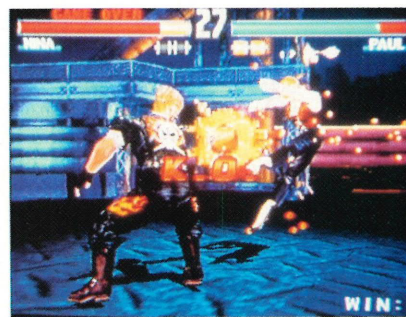
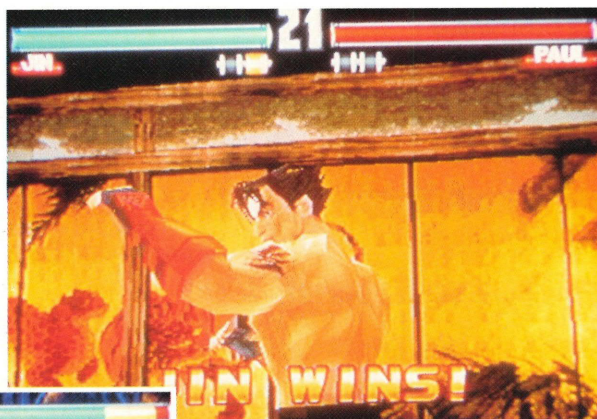
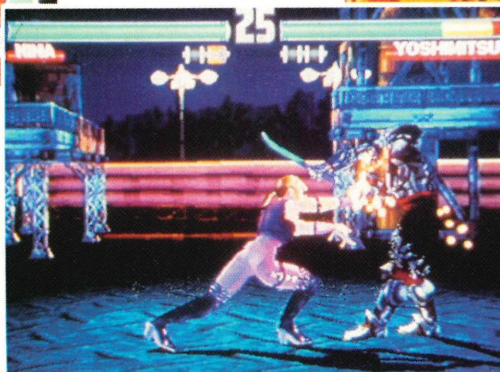
With the popularity that the brand already carries, people have been gagging for confirmation that the PlayStation version was going to come out. It is and here we have the proof! Remember where you saw it first



mates after you get home from the pub. It'd probably take a good couple of pages to do the plot justice, but suffice to say that 15 year old Kin Heihachi has had his mother kidnapped by some supernatural thing called the God Of Fight, so he decides to hold the King Of the Ironfist Tournament 3 in order to lure the God Of Fight into a trap, the cunning bugger.

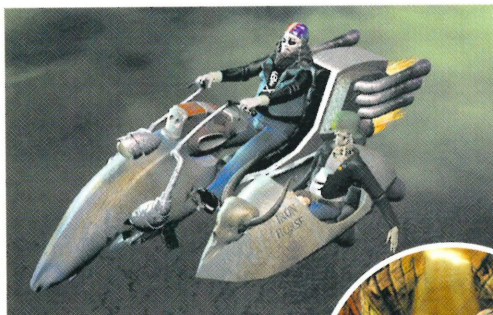
There are a million and one websites out there dedicated to the arcade machine already showing the popularity that the Tekken title continues to gain. We're expecting a release around July, so that's still a long way off, but by then we reckon PlayStation owners will be positively gagging for it.

Look out for a more in-depth look at Tekken 3 over the coming months. And as soon as we get more information we'll be printing it, you can rest assured of that.





This news is Forsaken



Acclaim has been pretty busy over the last couple of months gearing up for a big Easter splash with their latest venture – Forsaken. Billed as a 3D shooting game that will boost the genre to the next level, Forsaken will feature a two-player split-screen mode and we're promised some of the most stunning graphics ever displayed on the console. All sounds rather impressive doesn't it?

Probe Entertainment are responsible for the coding of the game which sees the Earth ripped apart by a shock-wave and left as a lifeless husk. You take on the role of a Scavenger flying around on a kind of space bike thing called a Pioncycle. On your trusty vehicle you'll be scooting around rummaging for weapons, cash and whatever else you can find. Due around April, Forsaken should be arriving for preview shortly.



Forsaken promises us the most stunning graphics ever seen on a console to date and if Acclaim are true to their word then this is going to be very special



EA prepare for France

Not content with releasing the creamy FIFA Road to World Cup '98 to tie in with this summer's tournament in France, Electronic Arts are already in their development dungeon working on another title to compliment the World Cup. Due for release in May, when the footy festival also kicks off, is World Cup '98.

The game will feature all of the World Cup qualifying teams for 1998 as well as a selection of classic teams that will allow you to play using the England '66 team, Brazil's '70 team and the German team from 1990. Players will react and cope differently to the varying weather conditions and star players will have their own special trademark moves.

The commentary promises to be real world class stuff with the likes of Gary Lineker, Chris Waddle, Kenneth Wolstenholme, John Motson and Des Lynam all on hand to ensure an authentic TV-style presentation. In fact you'll even be able to test your own footballing knowledge if you take part in the World Cup trivia test included in the finished game. All that, plus realistic team strategies, cutting-edge motion capture moves (goal celebration piggy backs and chest-butts are just a few on offer) plus all the teams, groups, kits and of course the World Cup itself, makes this latest EA Sports effort sound like a real beauty. More news soon.



Fair comment: Sminkypinky Chrissy Waddle, and on the right, Mr Nice Guy, Gary Lineker

Sony goes clubbing

Golf has always been represented in videogames as being a rather serious, tank-top affair. Sony has decided to take a different slant on things with their forthcoming swing'em-up, Everybody's Golf.

Starting off with two cute cartoon characters (think in terms of Namco Smash Court Tennis), a further eight are revealed as you win more courses, all of which have different attributes - longer drives, more accurate putting etc. that become apparent as you play. There is even a mystery mode which can only be entered after you have completed the first five levels. It all sounds rather cool to us.

Sony tell us that despite Everybody's Golf having a cartoony look about it the game contains accurate ball physics that make it a treat to play. We can all find out for ourselves when it is released sometime around March.



FINAL FANTASY VII

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Street Fighter Classic Combo!

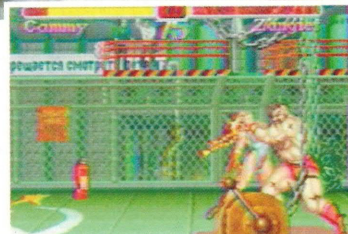
Chun-Li's chop suey kick hits home as another chauvinist learns about this femme fatale the hard way



The Street Fighter II series of games helped to define an entire genre, and if Yoga Fire is your thing then there's a delicious combination on its way that's just perfect for you. The Super Street Fighter II collection from Capcom must be every SF fan's wet dream.

The set will feature not only Super Street Fighter II, but SF II Turbo and SF Alpha 2 Gold. It really is ass-kicking paradise, with 16 fighters at your disposal in the earliest version in the package. SF II Turbo introduces the mysterious Akuma and the super combo element of fighting, while SF Alpha 2 Gold has alternate versions of selected characters, new animation, new moves and several modes of play.

This has to be one of the most collectable pieces of software for the beat'em-up fan and it'll be hitting the shops real soon.



Cammy falls to the ground with a bad dose of chicken flu. Try a Lemsip love, it'll put hairs on your chest... er, as opposed to feathers I suppose?



"F1 CARS?"



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FOR THE ULTIMATE RACING

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Only you can save the Rebel Alliance from the threat of the evil Galactic Empire. Get stuck in and show Darth Vader how it's done young Jedi



The Force Is Strong In This One

The 3D fighting genre fulfils its ultimate potential with Star Wars Masters of Teräs Käsi. It features nine instantly playable characters as well as a couple of hidden ones in true 3D battle arenas. We've already seen an early version of this galactic beat'em-up and so far the signs are encouraging with the inclusion of many of the favourite characters from the trilogy of movies.

Step into the shoes of the young Jedi Knight Luke Skywalker and wield his trusty light sabre, or take on the guise of Han Solo and show 'em how a smuggler can rough it up. Chewbacca, Princess Leia, Boba Fett, a Gamorrean guard, a Sand Person going by the name of Hoar and a new character called Arden Lyn are all included.

The story behind this almighty battle is in keeping with the power struggles between the Rebel Alliance and the Galactic Empire. Still reeling from the loss of the Death Star, the Emperor has ordered swift retribution against the Rebels. His method of revenge: to send Arden Lyn, the young but feared assassin and

master of the ancient fighting form known as Teräs Käsi, to terminate key members of the alliance under the ever watchful eye of the Darth Vader.

With a myriad of moves at your disposal and with the majority of characters carrying weapons that can be used in combat, even the rifles and guns, it sounds like a blasting piece of beat'em-up programming to us.

Check out a full preview of this Star Wars spectacular in next month's mag.



Light sabres, laser guns and Chewie's crossbow are at your disposal. But there's no Jedi mind trick



LET THEM EAT WAKE!"

EXPERIENCE JUST ADD WATER

VR SPORTS
POWERBOAT
Racing

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STOP PRESS

Over 500 Japanese kiddies watching the **POCKET MONSTERS** animated series on TV were hospitalised last month with symptoms similar to epileptic seizures. During the animated adventure an onscreen explosion, which was represented by a long



sequence of strobe-like flashes, freaked out loads of viewers.

The news reminds us that epilepsy is a big concern within the games industry, especially at this time of

year when thousands of gamers will be sat in front of the telly ignoring protests from Gran and Uncle Geoff whilst playing **Tomb Raider 2** on their shiny new PlayStation consoles.

The moral of the tale? Don't sit too near the screen when playing your games, take regular breaks and don't watch shite Japanese cartoons either. Now play safe kids.

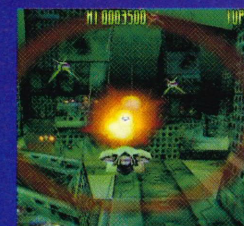
EIDOS INTERACTIVE brought in the New Year in style with two pieces of good news... Number one being the fact that **TOMB RAIDER 2** sold a whopping 90,000 copies in its first weekend on sale, overtaking **FINAL FANTASY VII** as the

fastest selling PlayStation game to date.

Number two being that the company

has just snapped up the publishing rights to the PC version of **FINAL FANTASY VII**. Not a

bad start to the year, eh? Well, it was until they decided to bin their futuristic blaster **LUNATIK**. No firm reasons have been given to PlayStation Pro at the time of going to press, we've



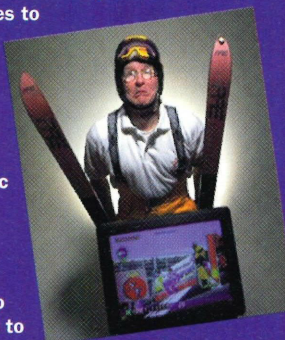
just been told it's not happening anymore according to our **EIDOS** insider. Ho hum...

We are often called misers with all the free stuff we get sent here at PSPro, so to prove how generous we really really are, we're willing to give away our exclusive Christmas present sent to us by the boys at **PSYGNOSIS**. What is it? Well feast your eyes on the photo and as you can see it's a highly limited edition **DIESEL** designed **G POLICE** jacket. And to top it off, there are only 50 of these blighters in the entire country! Pretty nifty, eh? Well to win this excellent piece of cyber-copper clubwear, all you have to do is send in a

postcard with a stamp on it to the usual address marked "GP:D.CELL" and tell us the name of the new **Psynosis** driving game due out this March. Good luck.

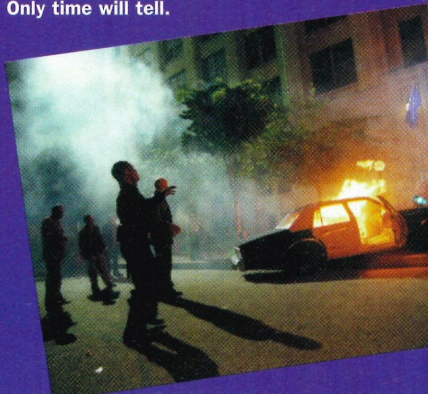


Olympic loserboy, Eddie The Eagle has been dragged back from obscurity thanks to Konami and their **NAGANO WINTER OLYMPICS '98** title. He's been roped in to help promote the game, plus he recently visited Konami's offices to 'brush up on his ski-jumping skills.' No doubt beating his pathetic real-life Olympic achievements.



Fans of gore meister, George Romero will be pleased to hear that the **Night Of The Living Dead** creator has been busy directing the new \$1.2m TV advertising campaign for Capcom's eagerly-awaited **RESIDENT EVIL 2**. The ads are due to be released in Japan later this year, but it looks unlikely that they will see the light of day over here due to our TV watchdogs and uptight moral

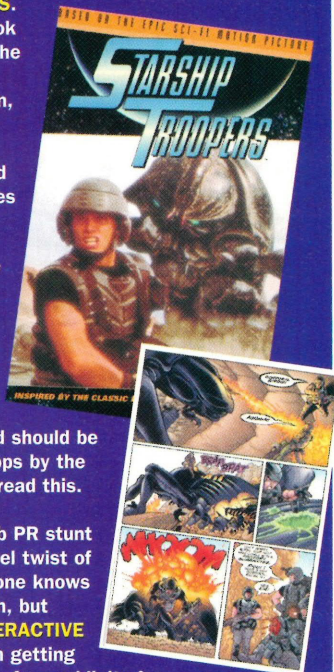
guardians. As you can see from the pics, Romero's **Raccoon City** owes much to his previous works and the world of cult horror movies - ie. eye popping make-up effects, buckets of blood and hordes of rampaging flesh-ripping zombies. Unfortunately, the great man himself has yet to be approached to direct the much rumoured **RESIDENT EVIL MOVIE**, although the latest gossip is that a German company has just snapped up the film rights. Fact or fiction? Only time will tell.



Another month arrives and so does our regular portion of top notch **TITAN BOOKS** graphic novels. This time around it's the comic book adaptation of soon-to-be-massive sci-fi blockbuster, **STARSHIP TROOPERS**.

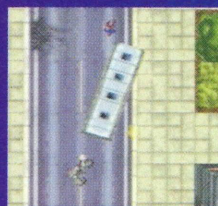
The book features the movie adaptation, plus two prequels with brand new stories and top artwork especially created for this insectoid crazy comic.

It's only £9.99 and should be in the shops by the time you read this.



A superb PR stunt or cruel twist of fate? No-one knows for certain, but **BMG INTERACTIVE** have been getting even more free publicity for **GRAND THEFT AUTO** in the tabloids, only this time it's not because of a moaning MP nor a pissed-up programmer. All the fuss was due to a break in at a West Midlands packaging plant. The same packaging planet where - yep, you've guessed it - **GRAND THEFT AUTO** was being packaged.

1,800 copies of the game were stolen during the ramraid, although police did catch one of the robbers the next day, along with 700 of the missing CDs.

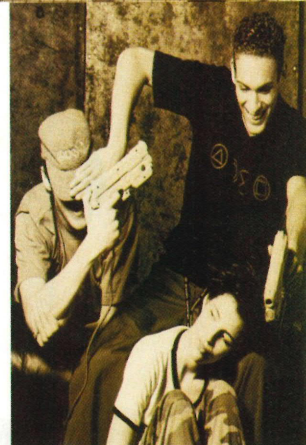
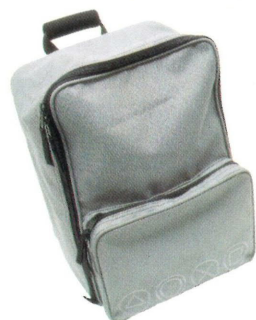


Hudsonsoft, the mystical Japanese developers, are venturing into the world of the PlayStation with a '98 remix of an old SNES classic.

BOMBERMAN WORLD is set to be equally as enthralling as the original, offering a 3D slant on everything along with a four player multi-tap mode.

Sounds cool, eh? Hopefully it won't be as shite as the utterly, utterly terrible N64 version recently released to a less-than happy audience. More gossip, rumours and wild wedges of absolute untruths next month. See ya!





ARE YOU ONE OF THOSE people who constantly get sniggered at as you walk down the street? Are you one of those people who are quite happy to wear stinking, yellowy-white T-shirts that you bought on holiday in Canada seven years ago? Are you our resident tips guru Andy Sharp? Well not to worry, because help is a hand. PlayStation Pro have three wonderful sets of the new range of Sony PlayStation merchandise to give away to the lucky winners of this very special competition.

Sony recently announced their new range for 1998 which consists of 13 pieces of PlayStation clobber that all feature the four PSX symbols. Catalogues will be going out to over 200,000 of you shortly allowing you to purchase it, but for the price of a stamp and some correct answers you can have the whole lot. Yes, all 13 bits of gear delivered free of charge to you home.

Each bundle consists of:

Briefcase

Rucksack

Cagoule

Ski Hat

Wallet

Baseball cap

Fleece top

PlayStation Widow birds T-shirt

Tight white T-shirt

Tight black T-shirt

White T-shirt

Black T-shirt

Some kind of dress thing

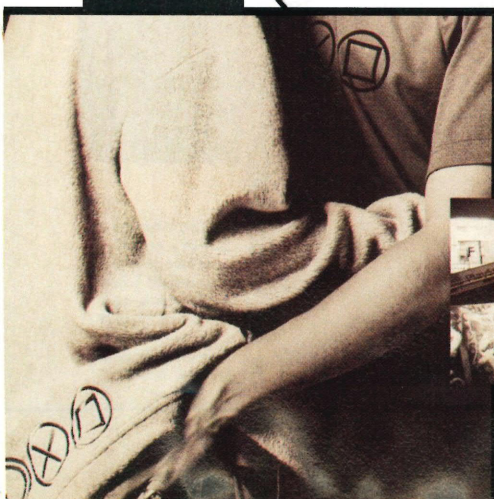
The Questions:

Simply answer the following three questions and send in your efforts on a postcard or the back of a stuck-down envelope to: 'Dedicated Follower of Fashion Compo,' PlayStation Pro, IDG Media, Adlington Park, Macclesfield, SK10 4NP. Now take a deep breath... and answer!

Q1) How many buttons are there on an official joypad, excluding the D Pad?

Q2) What's the biggest selling PlayStation title in the world to date?

Q3) How many wearable items of clothing are in the new PlayStation range?



Deathtrap Dungeon

Fancy a little Troll-bashing, Dragon-slaying and Ogre-bludgeoning in the most devious dungeon ever devised? Well step right up. Eidos are here to make your day...



Terror is a concept that has been used to good effect in many of the PlayStation's finest gaming moments. Resident Evil and Nightmare Creatures are just two of the more memorable releases and there's no disputing the fact that any game entering this gruesome genre has some top notch competition. Not least from the fine crop of adventure games that have been appearing of late.

So Deathtrap Dungeon is up against some pretty gory and some terribly tricky adventures and therefore needs to be one hell of a trouser filler. And in most respects it succeeds.

Lying somewhere between the ultra bloody Nightmare Creatures and the mega-selling Tomb Raider 2 (not to mention the Legacy Of Kain similarities), this new Eidos adventure has one rather special ace up its sleeve that sets it apart from the rest – it's all based on the multi-million selling Deathtrap Dungeon Fighting Fantasy book by Ian Livingstone. What do you mean you've never heard of it? Well let me explain...

At the start of your quest you find yourself dropped into a dungeon and things just couldn't be simpler, only a few flames to avoid and that's about it. But this state of bliss is soon shattered as you encounter

devious puzzles and an ever increasing number of twisted mutations who are out to ruin your pleasant stroll.

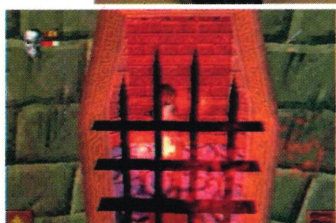
You may still be a little perplexed as to why anyone would be in this dungeon in the first place? Well then we need to take a closer look at the overall picture. You can play as one of two characters, Red Lotus or Chaindog, and you must make your way to the centre of the dungeon. Here you must battle with and slay the great dragon Melkor, which many have attempted without success.

There are 10 levels in total with each of the levels being broken up into numerous stages. Your ultimate goal is to kill the dragon, anything less will result in your untimely death.

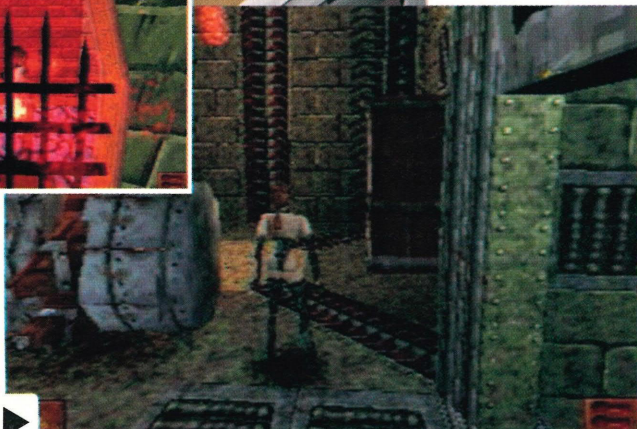
As if the prospect of battling the mighty Melkor isn't enough for you, he's assisted by around 55 different creatures. Yep, he's a popular bloke is Melkor and he has more than his fair share of helpers to ensure that this dungeon remains the most imposing and energy sapping place in the Fighting Fantasy universe. From Minotaurs to Elves, they're all in here in varying shapes and sizes and more importantly, in great number.

What Eidos have created here is a creepy venture into the fantasy world created by Ian Livingstone with the addition of the gameplay and graphical excellence of their own recent smash hit sequel, Tomb Raider 2. Strangely, having perfected the control system in the

An early level involves you locating the switch to activate the crane to raise the cage. Trickier than it sounds



The harsh stone surroundings add to the feeling of being trapped within the confines of an ancient castle. It's certainly no picnic in here



A fine display of quality sword craftsmanship. You could take someone's eye out with that if you're not too careful my good friend. Ouch!



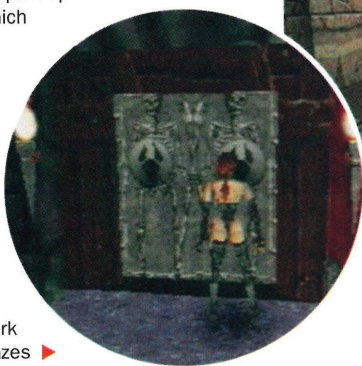
REVIEW



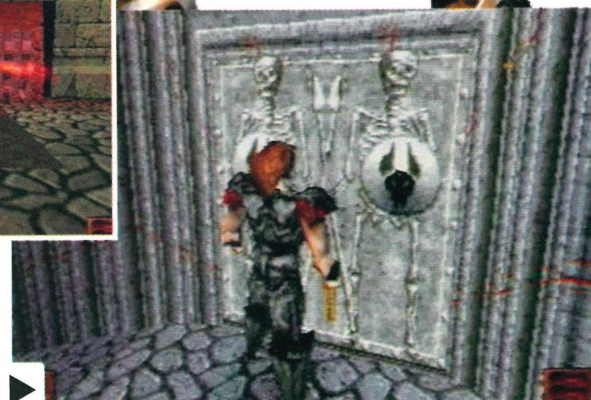
Unfortunately, you can't push this huge cage aside to reach the covered switch. You have a whole load of enemies to kill and switches to activate first

Tomb Raider series, Deathtrap Dungeon's controls can be a little jerky and inaccurate at times. But this isn't to say that it's in any way inferior. In fact in some respects the controls are far better thought out – namely the running button which is all you need to press to run forward. All you have to do is hold the square button down and tap a direction every now and then to guide your character around at speed.

Whilst in the midst of the adventure, your characters will need to pick up many new weapons which can take on numerous shapes and sizes. On top of conventional weapons such as swords, you can also pick up spells which can be used to your advantage to quickly and effectively clear the numerous bad guys out of your way. These can be very handy as you try to work out the labyrinth of mazes



It's not only a barrage of enemy creatures who are out to stop you, you must also get past several locked and seemingly impassable doors



Impending Doom



Although many people have set out to slay the evil dragon Melkor, they have all come back mortally wounded or have simply never been seen again. The fella

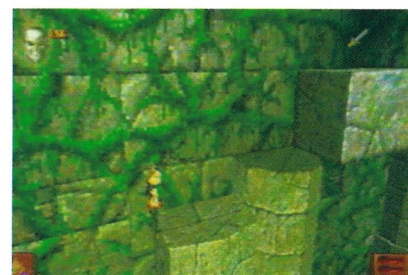
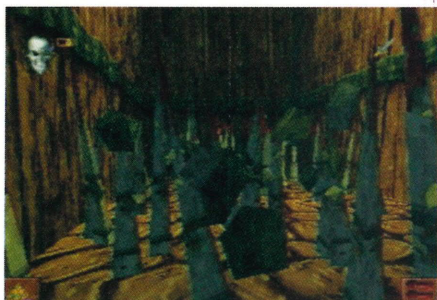


we see is the latest in a long line of hopefuls who have set off to make a name for themselves. Attacked from all sides and by a manner of different traps



and beasts could he be the one who finally slays Melkor? Well, judging from the axe and arrows in his back we can safely assume that he wasn't even close!

The sewer section is one of the largest and most dangerous levels in the game and is a struggle to survive too



► and traps to make good your escape.

If you do play as Red Lotus then you'll be disappointed to learn that she's only slightly quicker than Chaindog and a little bit weaker in terms of strength. So there's not really any point in wasting time choosing, just hit start. And what's more, she looks as dodgy as they come in a rather too spectacular outfit which reveals a backside with a little too much cheek for my liking. Lara is as safe as houses as far as this competition is concerned.

It's fair to say that Deathtrap Dungeon is a fine attempt to bring us into a weird and mystical world where things aren't always as they seem. Let's face it, it could have been an RPG and that would have

Taking them on at their own game! Attacking the enemy with all your might can be quite exhausting

dragged us headlong into pretentious posturing and ridiculous rucks. You know the sort, one hit for you and then one hit for me. But Deathtrap avoids all the deathly boring stuff and goes for all-out action.

However, the main downfall of Deathtrap is that it never seems to know exactly what it wants to be. It's not RPG fodder, it's not strictly an action game, a puzzle game or an adventure game. Instead, it's a great mish-mash that's obviously got more in common with an out-and-out adventure game than anything else.

Graphically it's undoubtedly very intimidating and bears more than a passing resemblance to Nightmare Creatures and Tomb Raider. The restrictive surroundings of the caverns and labyrinths bring you the claustrophobic surroundings of Lara's adventure, whilst the speedy running and action add the feel of the underrated Olde London Towne slasher.

Each of the levels contains many stages and before each one you're given a slight clue as to

CLOSE COMBAT WEAPONS



SWORD

TYPE: EDGED
Standard weapon which you will begin the game with. Chop away my friend

WARHAMMER

TYPE: BLUNT
Slow but very powerful and effective on enemy skulls. A beauty all round

RED SWORD

TYPE: EDGED/RED MAGIC
The ultimate for disposal of dragons and demons

BLACK SWORD

TYPE: EDGED/BLACK MAGIC
Inflicts equal damage to enemy and yourself but very powerful

SILVER SWORD

TYPE: EDGED/WHITE MAGIC
Effective against the undead and will send them back to hell

VENOM SWORD

TYPE: EDGED/POISON
Coated with deadly toxins to kill spiders and scorpions

MAGIC WARHAMMER

TYPE: BLUNT/GREY MAGIC
The only weapon which can harm the Rockmen

UNARMED

TYPE: BLUNT
A good old knuckle butt is the last resort for any slobbering enemy beast



RANGED WEAPONS

**BLUNDERBUSS****TYPE: BALLISTIC**

Uses the alchemist's black powder to throw nails and lead. Effective

BOMB**TYPE: EXPLOSIVE**

Powerful weapon which is thrown. Don't get caught up in the blast or you're in trouble

GRENADIER'S COMPANION**TYPE: EXPLOSIVE**

Launches sulphurous grenades at the enemy

INFERNAL DEVICE**TYPE: EXPLOSIVE**

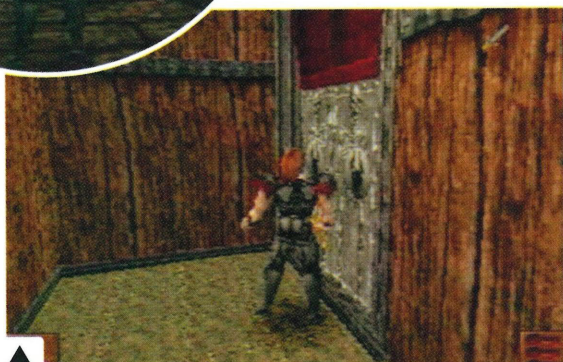
Hurls powerful firework missiles. Very rare so use sparingly. Ammo is rarer still

FIRETHROWER**TYPE: FIRE**

The ammunition is hard to come by (it's dragon's bile you know) but highly effective

FLAMELANCE**TYPE: ENERGY**

Causes the target to disintegrate. The lance will disappear when ammo is used up



▲ Many floors are in fact lifts. Be ready for anything once it's moving or you may be caught napping



what lies in store as you enter the next danger filled section. What the clue doesn't reveal is how to get through the traps to make good your escape to the next stage. And this means that you're in for a tough time as you try to unravel the puzzles just to reach the next doorway.

It's the sort of game where you spend ages trying to suss out how to reach a certain point only to discover that you've been making things much more complicated than they actually need be. And I guarantee that you'll be furrowing deep channels into your brow over this one.

All of this means that things aren't always as they seem and with the addition of spells and weapons you will need to work out what works best on the many different foes you meet. There are also poisons and venoms you will be subjected to from time to time and these too will need to be countered if you're to make any kind of headway.

Throughout each of the stages there are numerous hidden areas ▶



▲ Just one of the many traps you encounter. These may be dormant until you take a step towards them



POTIONS & CHARMS



HEALTH POTION

Pick up as many of these as you can and use them as sparingly as possible. Just as you would expect

FIREFLY

Surrounds you in light not unlike the Ready Brek ad. You can carry up to six of these at any one time

ANTIDOTE

One dose will cancel the effects of one poisoning. Can carry up to eight of these at one time



STRENGTH

Increases the damage you inflict greatly. You may carry three of these at any time you lucky blighter

SPEED

Greatly increases your speed as you'd expect. Up to three of these can be carried at one time

WARDING

Creates a magical shield which absorbs and protects you from damage. You can hold only six



INVISIBILITY

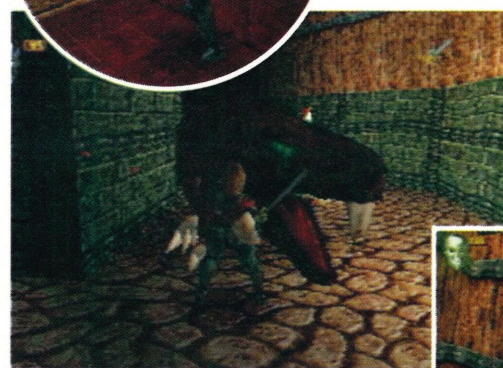
Erm, this is to make you invisible for a while. You may hold up to three of these

CHARM OF ICY COOL

Lessens the effect of the fire breathing dragon. Three can be carried

KEYS

A full compliment of keys to enable access to the locked areas of the dungeon. Very handy items

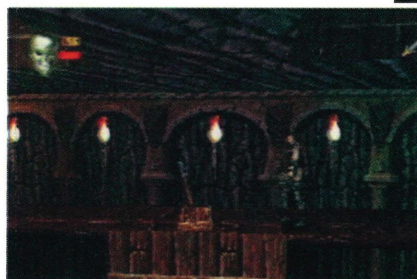


► containing treasure chests which boost health, wealth and provide you with valuable armour to help you on your way. There are also secrets to uncover and all of this means that to complete the entire game you're going to need plenty of patience, time and stamina.

Any game worth its mettle obviously needs to have some realistic sounds. Thankfully, the aural effects in Deathtrap Dungeon are very creepy and realistic and encompass the sort of clanging

metal and screams you'd expect from any fully operational dungeon.

Deathtrap Dungeon is more than a handful for any gamesplayer and with all of the enemies to defeat in addition to trap avoidance and puzzle-solving, it's going to be



Fireballs are a constant worry. They are fired from all areas and home in on their target. And that of course is you. It would be pretty dull otherwise wouldn't it?

SPELLS & STUFF



STARSPELL

TYPE: ENERGY/
WHITE MAGIC
Damages the undead. You can hold up to 24 at one time

FIRESPELL

TYPE: EXPLOSIVE/
RED MAGIC
Fires ball of flame. Up to 12 can be held at one time

RAZORSPELL

TYPE: EDGED/
GREY MAGIC
Fires blades at the enemy. Up to six can be carried by your character

GREAT RAZORSPELL

TYPE: EDGED/
GREY MAGIC
Impressive but only one can be held at any time

JETSPELL

TYPE: BLUNT/
GREY MAGIC
Fires a barrage of rocks at the enemy. Only one may be carried

WAR PIGS OF DOOM

TYPE: ENERGY/
BLUE
Up to 12 exploding pigs can be carried

ARC OF POWER

TYPE: ENERGY/
BLUE
Strikes down lightning on your enemies. 12 can be carried

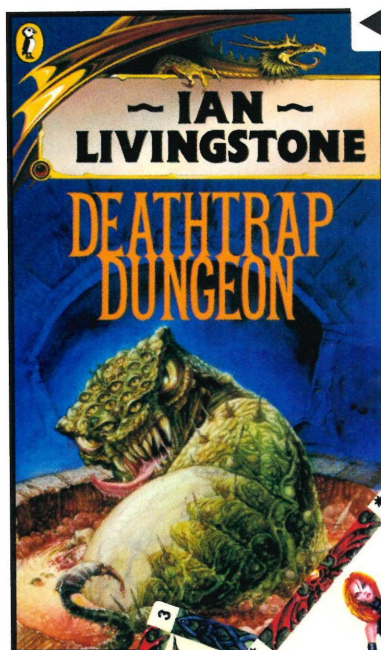
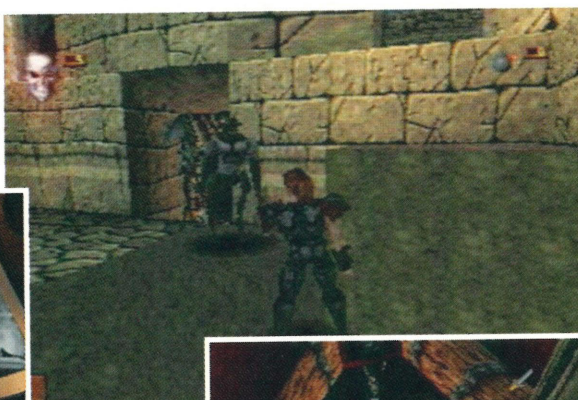
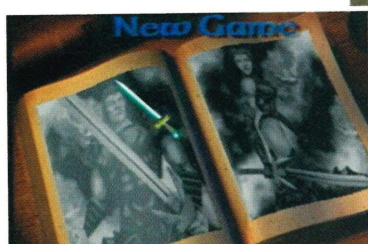




one for players who fancy a meaty challenge.

If you do battle your way successfully through the dungeon you will encounter the final battle to obtain the wealth of jewels and riches on offer. Obviously this is in no way going to be an easy task, but thankfully you can save your progress as you play. And it's much the same method used in the original Tomb Raider, where you must reach a certain point (in this case a floating skull), before you can save.

At the end of the day, Deathtrap Dungeon is a law unto itself. It's neither one thing nor another. It draws its influences from a host of other games past and present and attempts to break down old barriers. Although it fails as often as it succeeds, only the bravest amongst you should attempt to reach the heart of this game. It's a beast.



One of Ian Livingstone's many Fighting Fantasy books which have been wowing readers for years. The game is inspired by the fantasy world where just about anything can and does happen



Ian Livingstone has even developed a new card game where you kill demons and score points by discarding all of your cards. It's a tricky one to explain, so if you want to know more about this game, check out April's issue of PlayStation Pro where you can send off for a free pack of your very own in our exclusive offer

GENRE COMPARISON

Game Tomb Raider II
Software House Eidos

Already hailed as a true classic, Lara's sequel is the most sublime adventure yet seen on the PlayStation. Its all round excellence makes it a real winner. In this respect Deathtrap Dungeon doesn't stand up to the competition, but then what game does?

PROSCORE

GAME Deathtrap Dungeon

GENRE Adventure

SOFTWARE HOUSE Eidos

CONTACT 0181 636 3000

RELEASE DATE March

PRICE £44.99

Although it's not in the same league as Lara's escapades, Deathtrap Dungeon does offer many thrills. The combination of spells, weapons, tricks and vast dungeons with masses of enemies will leave you breathless (and probably dead). Graphically, it's not going to win any awards, but in terms of gameplay and lasting appeal it's way up there with the best. The dungeons are complex and are in keeping with the flavour of the books. You have the feeling of being trapped in the gloom and that alone is an achievement. I'd recommend DD to gamers looking for a challenge beyond Tomb Raider 2 and I predict that this could be the one to take the first quarter of '98 by storm.

BY ANDY SHARP

GRAPHICS 8

SOUND 8

GAMEPLAY 8

LASTABILITY 9

8½

PAUL I thought it was alright, but I'm no real fan of the Tomb Raider genre to begin with really. It's obviously not quite as polished, but if you like Lara then you'll probably be ready to lap up Red Lotus

JAY Tomb Raider-style adventuring doesn't do it for me, so I wasn't instantly drawn to this. However, DD's atmospheric environment and destructive yet puzzling gameplay has converted me. Finish TR2 and buy this baby

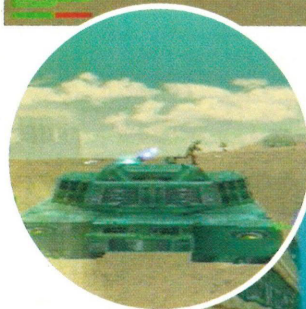
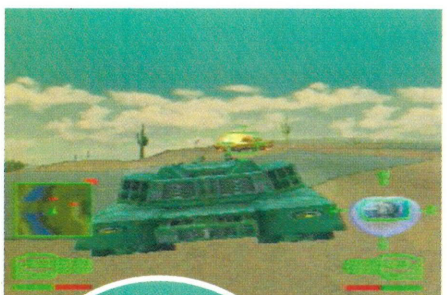
HUGH I'm a big fan of Lara and for me DD doesn't quite hack it. It's still a really good game that'll keep you busy for hours and the brand is strong, but Tomb Raider 2 is such a hard act to follow. Shame really

JAMES It's fast paced and full of puzzles and foes, but DD just hasn't got that addictive quality that'll make your fingers burn. Kind of a frenzied Tomb Raider without as much atmosphere and tension

REVIEW

Steel Reign

Strap yourself into the most heavily armed tank in the world and prepare for combat against the threat of evil terrorists. A new dawn is approaching and it's time for a Steel Reign, allegedly



That guy's lost his wheels. He'll be wanting a lift then, or maybe I'll just run him over. Tough decisions always arise during war

There are various power-ups and weapons to collect as you trundle around the streets, deserts and mountains of the various levels. It's handy to know where they are



There has always been a strange pre-birth relationship between the male half of the species and war. Lads everywhere would grasp a cheap plastic toy gun (flashing lights or not – depending on your preference), and freely wave it about at anything that moved. “Bullseye, you’re dead.” Yeah, that was the life, total power at your fingertips. Whilst in the background girls would be combing their hair or something.

As we’ve slowly progressed towards the turn of the century, things have begun to change. Young pre-school lads are now encouraged to play with poncey dolls by females with no idea what it’s like to be a testosterone bomb with a weapon just waiting to happen. Give ‘em a toy Uzi I say and let them blow as much imaginary crap out of each other as possible. Not very PC I know, but hey, who gives a shit?

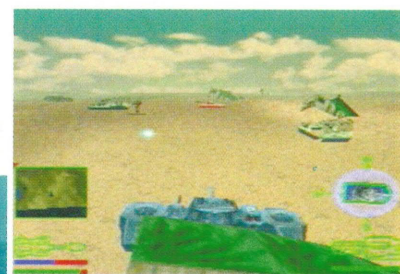
Group hugs or not, I know where I’d rather be when a bloke called General Storm comes rolling into town accompanied by his ‘armed to the eyeballs’ mob of testy military types, each driving a heavy assault vehicle of some kind. I’d want to be inside the hull of a serious kick ass tank, heavily armoured and loaded with more ammo than Rambo’s gun belt after the January sales. The only thing is, I wouldn’t want to be in there too long if the tank in question had anything to do with Sony’s new tank mission game Steel Reign. Half an hour or so wouldn’t

be too bad, but I’m afraid any longer than that and I’d be skulking off somewhere for a cup of coffee and a cig. There’s nothing like a caffeine and nicotine rush to get you going again.

The game places you behind the steering wheel of a series of prototype battle tanks that General Storm has had his eye on for a while, and basically it seems only you and your vehicle of annihilation can combat his threat. Which sets up a series of mission based conflicts between yourself and his army of weapon laden assault trucks, tanks and choppers. Sounds like a fair fight then, just General Storm and nigh on 2,000 armed to the teeth disciples against you and your tank. No problem. As far as storyline goes, that’s about it. And the gameplay is only slightly more interesting too.

You will have to complete your mission objectives whilst always being aware of the threat of the General’s troops who are after stealing your shiny metal death machine. To do this requires two things. Firstly, you’ll be needing a map which shows the heading of each essential target, which is provided. Secondly you’ll need a couple of rockets, a chain gun and a few lasers, luckily they’re thrown in there too. And that’s it. Off you go shooting, speeding or trundling about, killing all and sundry.

Steel Reign is enjoyable for a short while,





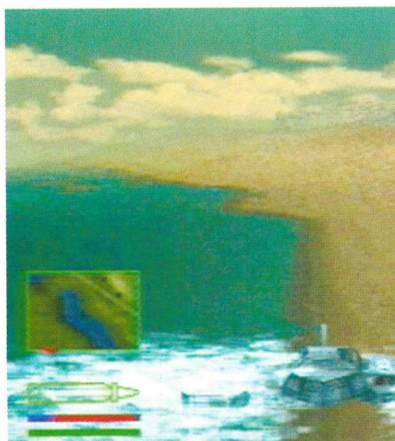
"Oh, you want some buddy?" Asks one of the marines before ramming his rifle butt into the face of Wendy Wilke's camera man. Nice blokes those soldiers!



any self respecting male will always enjoy army games that allow you to reduce the opposition to a few specks of metal and a large ball of flames. However, the repetitive missions will only keep you occupied for only a while, the only real reason for playing is to reach the next FMV point to see the hapless news cameraman getting his head kicked in. Granted some of the settings for the battles are actually pretty good, but this isn't enough to warrant continued use of Steel Reign in your PlayStation, especially as the graphics aren't really up to scratch either.

There is a two-player mode, but the viewing area is so small that its inclusion in the package is pretty pointless. I can't see those unfortunate people who buy this game making much use of that option.

This is a pretty disappointing effort from Sony all round, they really should be setting standards rather than churning out dirge like this. There is plenty of firepower knocking about and discovering the enemy flattening potential of each weapon is interesting, but after a while the only thing that keeps you going are the engaging FMV sequences.



You can see on the visual display how the left-hand side of this tank has taken a real hammering. Not to worry though, I've got the culprit in my sights and I'm gonna blow him a new escape hatch, oh yes

I'm sorry Mr Cannon but you've failed the driving test due to your inability to reverse around an entire desert. I've got that old sinking feeling. Bollocks

PROSCORE

GAME Steel Reign

GENRE Shoot'em-up

SOFTWARE HOUSE Sony

CONTACT 0171 447 1600

RELEASE DATE March

PRICE £39.99

Steel Reign may sound like a bit of a hard-as-nails military vehicle of destruction kind of a game, and that's just what it is. Unfortunately a couple of flat head screws must've wormed their way into it too, and they've been causing problems. The basic premise of a super equipped prototype battle tank, being pitted against a thousand strong troop of hostile forces could've potentially been a lot of fun, and it is for a short while. However, it seems Sony have hastily slapped it all together when a little more time spent on the graphics engine and plot line could perhaps have conjured up a more worthwhile game. As it happens they didn't bother and neither should you.

BY JAMES CANNON

GRAPHICS 6

SOUND 6

GAMEPLAY 6.5

LASTABILITY 4

6

PAUL Now, what rhymes with tank that's apt to describe this? That's possibly a bit harsh, but this is another release that should have been a lot better. Fun for a while, but the samey gameplay wanes rapidly

JAY This could, and should, have been an excellent blend of Twisted Metal and Shellshock. Instead we get a tedious, bland and ultimately forgettable tank romp that offers nothing new or exciting. Don't bother

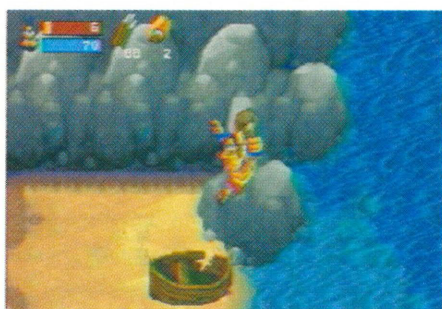
ANDY If it's tank battles you are wanting then you should avert your gaze from this and look towards the truly ancient Shellshock which, although dated, still stops this one in its tracks. More of a rusty drizzle really

HUGH Driving and shooting are definitely the elements of gameplaying that tickle my particular fancy, but not this time I'm afraid. It all sounds really promising, but Steel Reign's just lacking that little bit of polish

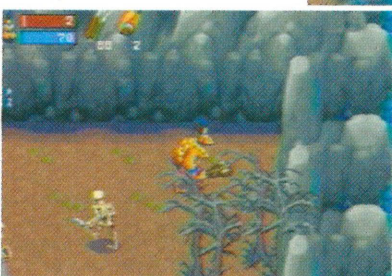
REVIEW

Herc's Adventures

Videogames based on Greek legend are like buses – wait for ages for one and then two turn up together. Okay, maybe that's not strictly true...



▲ **Whichever character you play, they can only stand so much battering before they're bludgeoned to death and must battle their way out of the realm of Hades**



▲ **Most of the people you meet can be slapped around a little bit, but having said that, a lot are quite helpful**

I bet the guys at Disney Interactive are impressed, just as they gear up for the release of Hercules, their latest movie tie-in title videogame, along come LucasArts with Herc's Adventures, their own Greek myth arcade fest. You never know, perhaps Disney, incensed by LucasArts shameless pilfering of their mythological idea, will retaliate by bringing out a Mickey Mouse and Donald Duck festooned rip-off of X-Wing Vs Tie Fighter?

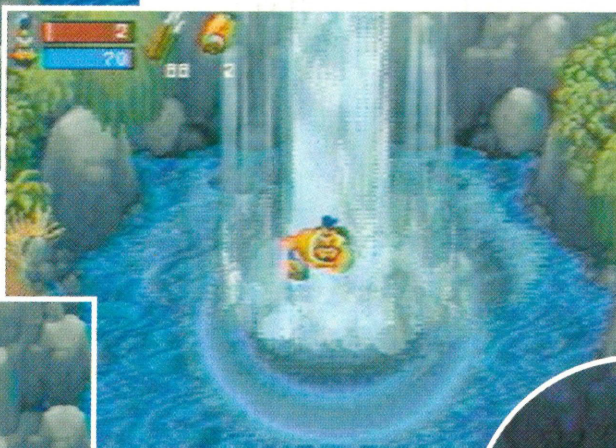
Although both games centre around the exploits of Greece's favourite son, they couldn't be more different. Whereas Disney opted for a side scrolling platform look, LucasArts have come up with a more adventure game oriented title. Rather than being broken up into loads of different levels as in the Disney game, Herc's gameplay is more linear. The monsters and beasts you'll encounter will depend upon where

you are and, although to a large degree your route is pre-determined, there are plenty of different paths and locations to explore.

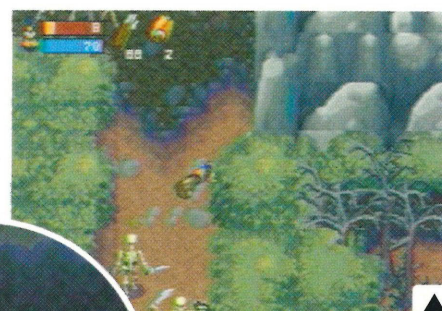
Playing as either one of three characters (the man mountain Hercules, foxy Atlanta or scrawny lad Jason), your task is to retrieve the Greek goddess of Spring, Persiphone, from the evil clutches of Hades, the Lord of the Undead. Along the way you'll run into: old Haridans, wild boars, Cyclopes and scores of Ray Harryhausen-type skeletal warriors. Through interacting with various characters on your journey you'll be able to piece together exactly what you are required to do whether it be capturing a wild boar or capturing frogs for a bag-o-frogs fast food stall.

There's a multitude of special weapons and power-ups scattered around the place to make your task a little easier, ranging from the sublime to the ridiculous. Chillil breath should see off even the meanest uzi wielding tree spirit and even dead fishes and mud balls can prove invaluable in your fight against the Lord of Darkness and his evil minions.

LucasArts have added some nice little



▲ **The terrain you are traversing affects the way your character moves. Muddy swamps slow him down whereas water forces him to swim (rather obviously)**





Fighting his way through the hell that is a Weight-Watchers' evening session, Herc battles for freedom, justice and a BLT sarnie

touches to Herc's Adventures, such as dispensing with the traditional 'lives' that you'd get in any other arcade adventure game. Instead, whenever you shuffle off your mortal coil, you are cast into the dark pit of Hades. Fight your way out and you'll be able to carry on your adventures. Snuff it in Hades and you'll be condemned to spend the rest of eternity in Hell.

Nice little touches and the slightly bonkers sense of humour that pervades the game makes playing Herc's Adventures a pretty good laugh. Well, for a couple of hours anyway. The main problem here is the fact that, although you've got the freedom to explore a pretty big play environment, there's not an awful lot of variety in what you're asked to do. Battling your way past Hades' minions starts out as fun, but can tend towards the tedious if you've been at it for a while. Although you will be required to interact with various characters to progress in the game, there isn't an awful lot of problem solving involved.

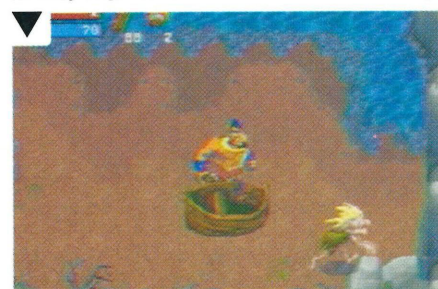
The slightly monotonous gameplay is exacerbated by the fact that Herc's Adventures' graphics really are pretty ropey. The game with its little animated sprites and 2D landscape looks like a MegaDrive title and there really are very few graphical touches to show that it is a PlayStation game. One flaw in particular stands out – if your character is catapulted or thrown towards the action, the sprite isn't scaled. When closest to the camera, your game character looks so hideously blocky, it could be made from Lego.

If I was playing Herc's Adventures on a Megadrive or an old Amiga I might have warmed to it. However, Herc's Adventures failed to hold my attention for very long. Although it might keep younger gamers amused, it really just doesn't have enough appeal for the serious PlayStation gamesplayer.

As you move through the land you'll come across many characters that are either helpful or useless. Initially they provide a kind of tutorial for you, telling you what to press



Many of the creatures just appear out of the ground leading to a number of surprise attacks. In many ways this is like Gauntlet in the old days



PROSCORE

GAME Herc's Adventures
GENRE Arcade/Adventure
SOFTWARE HOUSE Virgin
CONTACT 0171 368 2255
RELEASE DATE Out Now
PRICE £44.99

Because Herc's Adventures requires you to battle your way through the perils of mythological Greece, the game retains more depth than its Disney competitor. The endearingly stupid sense of humour that pervades the gameplay, the ability to play in a two-player co-operative mode and to choose any one of three central characters, all count in Herc's favour. Unfortunately though, for all Herc's good points, you just can't help but be put off by the MegaDrive-esque graphics and the fairly unremarkable gameplay. Although it'll keep you amused for a few hours, I think that Herc isn't really up to the standards you'd expect from your PlayStation or from a LucasArts game.

BY HUGH POYNTON

GRAPHICS 5

SOUND 6

GAMEPLAY 7

LASTABILITY 6

6

PAUL This reminded me a lot of the old arcade classic Gauntlet, because of the way in which the enemies swarm around all over you. I enjoyed it for a while, but wouldn't have rated it much higher realistically

JAY It looks and plays like an old 16bit dinosaur and I can assure you that it won't be taking up any more of my valuable gaming playtime in the future. Semi-original for the PlayStation, but drab with it I'm afraid

ANDY This is strictly one for the kids. Not older kids, but the really young ones who have only just begun playing games. As far as it goes it's colourful enough and has a definite cartoon feel, but it's just too old hat

JAMES Well it's not exactly a dazzlingly original game is it? To be fair, it's aimed at young 'uns, and they'll probably love the simple arcade action, but I've got to say the Disney title was more impressive

BRAHMA Force

Assault on Beltlogger 9

Techno-fear! The machines are rebelling and only you can stop them! Get to it with JVC's latest 3D shoot'em-up and blast the mechanical crap out of them!



Night vision goggles are just one of the handy options available to aid you in your quest. You'll have to find them first though. It's never easy!



blurted something about being overwhelmed by the station's automated defence systems. You, being the chiselled, battle hardened fella that you are, are the only one to survive and it's up to you to work out just what happened on Beltlogger 9 and its crew.

To do this you will have to battle your way through the mining station's extensive defence system – including scores and scores of robots (ranging from tiny but deadly scuttlebots to huge great biomechanical stomping walkers) and various booby traps. The further you get, the more you will discover about the fate that befell the station and all its inhabitants.

Fighting your way through a huge spacestation, chock full of murderous droids is going to be an undeniably tricky affair, so it's just as well you're kitted out with a pretty fancy bit of hardware, the BRAHMA (Bipedal Robotics Heavy Mechanised Armour) or BRA for short.

Luckily your BRA is pretty well equipped for this sort of work. In addition to carrying more



Durability and energy levels are looking alright and my targeting system is working just fine as this robotic pest just discovered

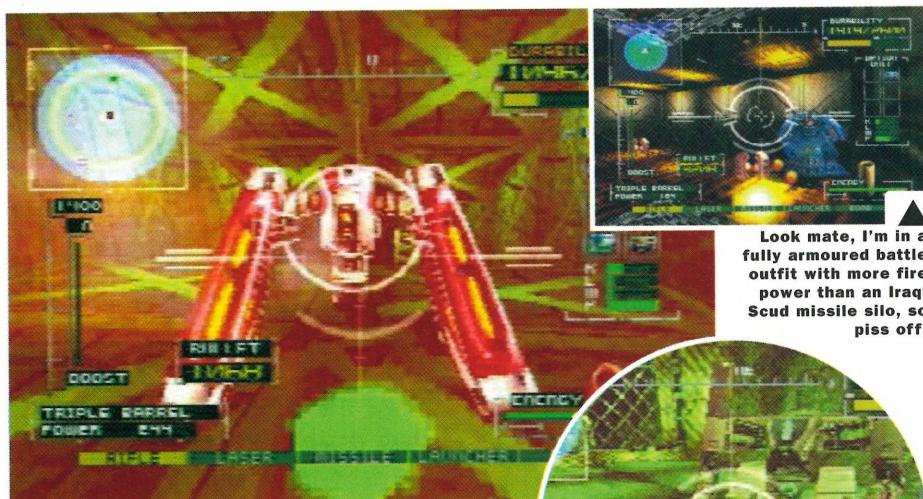
Bellhookbook



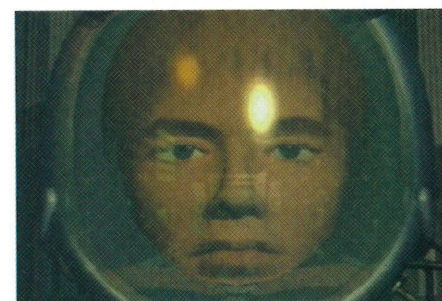
BRAHMA Force's Captain Beckford dreams of the past and how excited his girlfriend was to secure a nurse's position on an undeveloped asteroid.



Unfortunately, she contracted the mysterious Pickman's syndrome and died. Now Beckford wants to find out what really happened on Beltlogger 9



Look mate, I'm in a fully armoured battle outfit with more fire power than an Iraqi Scud missile silo, so piss off!



weapons than the American Rifle Association, it has rocket motors built into its chassis enabling it to fly short distances and is also capable of fixing itself whenever it has incurred damage (if you pick up enough repair modules, that is). However, unlike Doom, Duke or Quake, all the repair, armaments and life support systems have to be managed by yours truly. Take a pounding from a Mech and it's up to you to decide how many repair modules to use repairing the damage.

You'll progress through the station, room by room. Your onboard navigation computer will inform you as to how to get through each room, but it's up to you to ensure as many droids get wasted as possible, and that you pick up all the required information from the terminals dotted about the place.

That might sound like a walk in the park to you, but just wait until you play it. Each room is in fact a huge cavernous section that often carries three or four gantry platforms (which are only accessible by lifts) with hundreds of nooks and crannies to explore. Your BRAHMA is capable of looking up and down, so walking along a few hundred feet up in the air and looking down at the milling droids can induce quite a feeling of vertigo. Alternatively, try looking upwards when you're ascending in a lift and you'll get that 'shit I'm going to fall down the escalator' feeling you get on the London underground (or is that just me?). Each level really is as tall as it is wide.

As you make your way through the deserted station you will have to start using both your

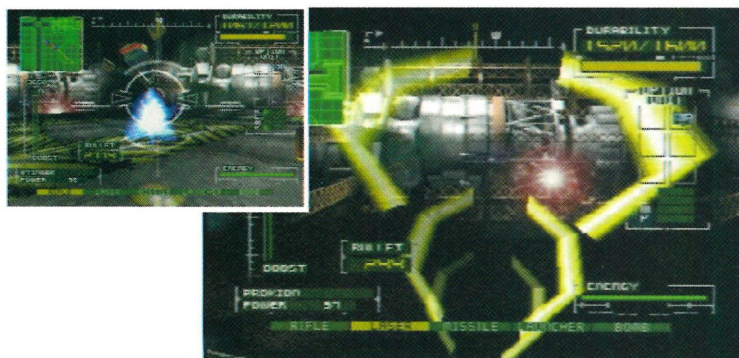


GENRE COMPARISON

Game Duke Nukem

Software House GT Interactive

The gun crazy Duke is a classic blood stained barrage of laughs, whereas this is a far more sombre affair. However, there's a deeper plot running through BRAHMA Force, and the gameplaying experience is much more involving on both an emotional and technical level.





BRAHMA Force

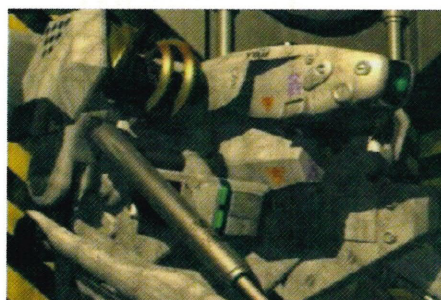
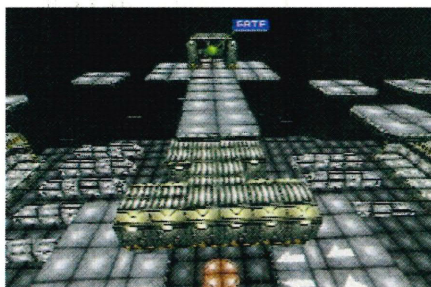
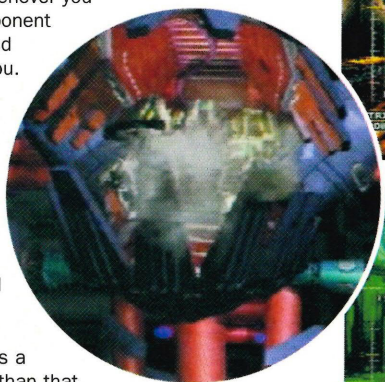
► brain and brawn in equal measure. By accessing the spacestation's computer terminals you will learn the secret of the mysterious Pickman's syndrome, a schizophrenia line disorder that effects almost everybody in this particular sector of space and needless to say, it's got rather a lot to do with the happenings on the station (I can't give too much away can I?).

With each progressive level, the abilities, lethal firepower and intelligence of the defence droids increase until they are more than a match for you – your only hope will be to seek out store rooms, stockpile the goodies you find within and utilise them whenever you come to an opponent that's bigger and smarter than you.

You may be thinking from reading this review that BRAHMA Force is basically a very fancy Doom-a-like and to a degree you'd be right. However, there's a little more to it than that.

The fact that every level requires you to undertake a certain set task lends the game more of a mission-based flavour, and because you have to snoop around and scour the station's databases for clues and information means that you have to be as much of a detective as a fearless space marine. Despite my initial fear that BRAHMA could well be a rather dull and tired shoot'em-up, I was pleasantly surprised when the game proved a great deal more involving than I first expected.

Although admittedly the game doesn't really look ground-breakingly spectacular, play the thing for half an hour and you will gradually realise that it's quite a lot more involving than your average Doom or Descent-type shoot'em-up. This is a worthy addition to the PlayStation.



Yeeaaaaaa! Nice shootin' Tex. Now let's take out those other metal sons o' bitches. Oooh I'm in the mood for a bit of bullet spraying ►

PROSCORE

GAME BRAHMA Force

GENRE Shoot'em-up

SOFTWARE HOUSE JVC

CONTACT 0171 240 3121

RELEASE DATE Out Now

PRICE £44.99

What JVC have come up with here is a pretty classy cocktail comprised of the best examples of the 3D shoot'em-up genre. The dark and eerie graphics are reminiscent of the Alien Trilogy games; the vast towering play environments seem a little like Descent with gravity and all the BRAHMA weapon systems and paraphernalia add a touch of MechWarrior to the proceedings. With 22 huge levels to explore, all chock full of robots to destroy, it's a pretty safe bet that BRAHMA Force will provide you with hours of tense gameplay. If Doom and Duke Nukem are your bag and you thought Kileak The Blood and Epidemic were the business, then you'd better check this out.

BY HUGH POYNTON

GRAPHICS 8

SOUND 7

GAMEPLAY 8

LASTABILITY 8



PAUL A nice original first person perspective shoot'em-up. It's nothing overly spectacular but it does its job of being fairly entertaining without too much fuss. If you like this sort of thing have a look

JAY More mech madness from those crazy Japanese, and although this third installment is superior to the previous versions, this sort of thing doesn't really get my juices flowing. Strictly for the hardcore mech-lovers

ANDY It's another case of so near yet so far for JVC. It's a fair attempt at being an in-depth shooter similar to many we've seen before. Hugh has marked this a little highly in my opinion, but only by a little

JAMES It's a fair game but the grading is way too generous. The sombre scenario does give the game atmosphere, but it never really engulfs you. Not for me, but as first person shooters go you could do worse



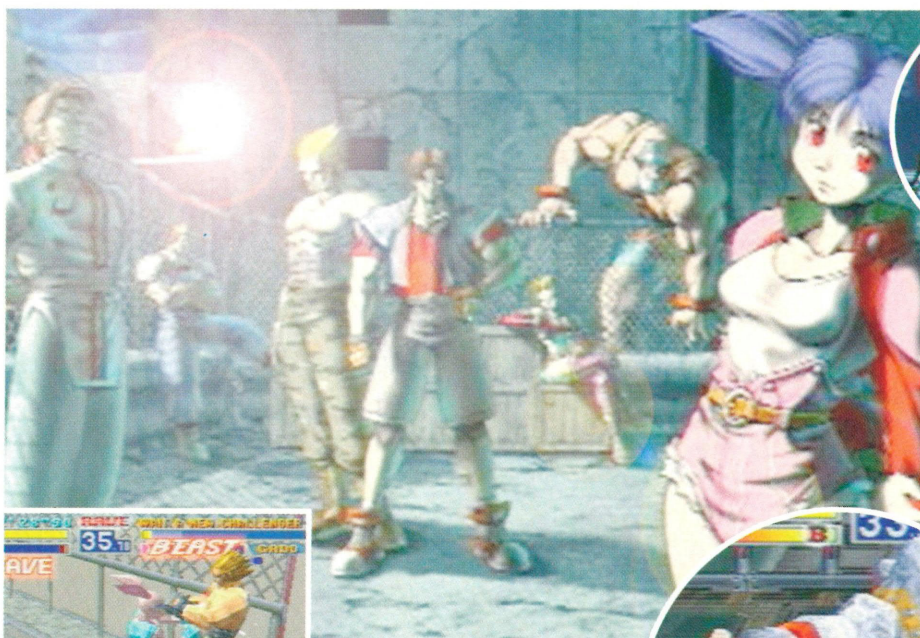
Powder I need powder
my body aches yells screams
for powder
When I'm on it I get a rush a
buzz the blood coursing through
my veins I get really high
I'm floating gliding through the
air away from reality and then
I begin to come down down with
a bump and I need to do it
again straight away I need
to get higher than the last time
UP UP UP WITH THE CLOUDS
THE SKY I'm coming down with
a bang I crash out ... no PAIN

With 2 players, half pipe and big air competition,
it's the coolest game not on earth.



Bloody Roar

Bare chests and snarling teeth on show in Virgin's new animal slaughter house. These fighters smell like a barn and have wicked dog breath, but apparently they're all beasts between the sheets!



The funny bunny's raving, but Gado's getting ready to beast. Better be quick animal boy, your life force is just about spent



Ooh Foxy lady, you really turn me on! I feel like we've got this chemistry babe. Can't you feel the electricity between us?



Picture it, two burly guys in a bar having a little disagreement, like you do. One of them says, "All right you slimy trail of monkey spunk, you want a bit? Let's go outside and dance!" So off they toddle followed by a baying crowd, happy that someone's finally got round to putting on some Friday night entertainment.

Sensing the eyes of the crowd on him, he takes the opportunity to deliver one of those classic pre-fight put downs, "So, you think you're hard do you - pussy?" At which point the other testosterone primed trouble junkie turns into a seven foot tall, 20 stone, half man-half tiger hybrid with claws bigger than Joan Collins' and teeth that'd give Cilla Black a fright. Accurate though his 'pussy' comment was, it's a safe bet that he'll be tip-toeing away looking sheepish.

And that's the premise behind Hudsonsoft's latest PSX battler Bloody Roar. It's a strange approach really, bestowing each of the eight characters with the ability to transform from delicate human form into their chosen beastly alter egos. Initially it seemed a bit stupid, I mean

just how far are we going to go with this? Are we going to see Marshal Law turning into a 60 foot replica of Godzilla when he shifts it from Heihachi?

But once you consider Bloody Roar in the context of other fighting games, there's little difference. They all rely on vastly exaggerated moves and often have the characters defying gravity and the laws of physics to get in that ultra extreme hit. It's all about having an excuse to fill a game full of vicious attacks, gory moves and spectacular finishes. Which immediately justifies Bloody Roar, because this game is packed with some of the freakiest and most brutal moves that have yet to be witnessed.

Virgin have snapped up the rights to publish Bloody Roar, and it was a good decision too as it's a worthy competitor in the fighting game arena. In fact when you think about it, Bloody Roar could be considered as two fighting games rolled into one. You see, the characters can't change into beast form until they've worked up a bit of a sweat, so here you have fighting experience No. 1. Human against human, and every bit as playable as some of the more high profile beat'em-ups out there.



Every beat'em-up must include an eye-watering groin punch



Okay, so there's only one button for punching and one for kicking, but combinations of the two can release some punishing moves and combinations – each one a treat to watch.

Then you have fighting experience No. 2 – Beastorama. By hitting the 'Beast' button on your pad, your character will morph into the animal who's essence runs through their veins. This is where the fun begins. Now you've got the added strength and recovery rate of your animal friends to make the most of, as well as a range of extra moves that weren't available when scrapping in human form. Groovy? You betcha! But that's not all pop pickers.

You've also got the added pleasure of being able to exploit the killer instincts of these deadly creatures. How would you like to transform into a lion, wearing down your opponent's resistance with a devastatingly relentless barrage of slashes and bites before knocking him to the ground, chewing his fleshy throat into nothingness? It really is that explicit, the lion man even contemptuously wipes the blood stains from his lips as he rises to his feet. Or how about Bakuryu, and his huge mole claws, with which he likes nothing better

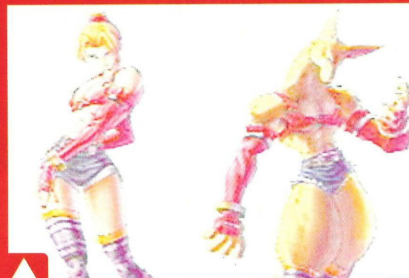
YOU SEXY BEAST!



Chas and Dave once wrote a song about Alice. You know – rabbit rabbit rabbit rabbit rabbit...



Bakuryu looks a little animal-like before he becomes a beast. Speed and agility are his forte



Fox uses stealth and cunning tactics to gain the upper hand on her unsuspecting opponents



Gado is the king of the jungle. Put him in 'rave' mode and chew some throaty gristle



Greg's the monkey man – brute strength being his strategy – in between scratching his arse



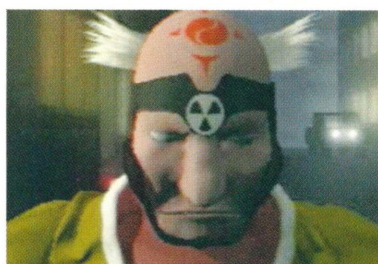
Troubled by his animal nature, Long's twisted mind can unleash devastating combinations



Misuko. Now there's a pair of legs eh? A slow but powerful mover, low attacks work best



Yugo's fast hard and scary, he's a bleedin' werewolf for christ's sake! A good all-rounder



Monkey boy Greg grabs some air and at the same time shows Long a startling view of his dayglow baboon butt



"Check out my dose of athletes foot man! It's got this really funky accompanying smell that'll absolutely blind you." Bakuryu has never really grasped the theory behind public relations



Bloody Roar

► than to creep inside your defences before ripping your throat out with supreme efficiency. Many an opponent have fallen to the ground with a fountain of blood spraying from the hole that their neck used to occupy after that move.

As I've already said, initially it seemed to me that Hudsonsoft had developed this game with their tongues stuck firmly in their cheeks. But after only a short time spent playing, the qualities of the game slowly seep through to the surface. Graphically the game is quite impressive without standing out.

The characters are all polygon drawn and well animated. However, it's the speed of the fighting action and the inventiveness of the moves on hand that I feel should be the game's major selling points.

It's not often a polygon game can handle so well at such a pace, but Bloody Roar doesn't seem to have any problems there. Leaving us all



to go at it tooth and nail, quite literally. In addition to altering the physical makeup of each fighter, you can also select to include the 'Rave' option which will turbo charge each fighter in beast mode to devastate and despatch your opponents with even greater speed and aggression.

What else do you need to know? Oh yeah there's a practice

mode where you can try out those spectacular throws and so on, but more impressively it's possible to program your opponent to evade and counter particular attacks. Potentially allowing you to get a deeper understanding of the most fruitful moves and when to use them.

It's not all peaches and cream for the Bloody Roar though. While the essential elements of the game all perform well, it seems Hudsonsoft haven't been polishing other areas with the same duster. It has to be said that BR (Titled 'Beast' and bizarrely 'Beastorizer' in other countries) has what can only be described as

The lion man and his alter-ego practice their dance steps. Pair of pussies if you ask me



Blood is the order of the day in the aptly titled 'Bloody Roar.' After all, most of the competitors tend to have a liking for ripping out the flesh of potential prey. Watch out for those claws!





PROSCORE

GAME Bloody Roar

GENRE Beat'em-up

SOFTWARE HOUSE Virgin

CONTACT 0171 368 2255

RELEASE DATE Out Now

PRICE £39.99

REVIEW



one of the most laughable intro sequences that we've ever seen. The pseudo-profound voice-over adds to the humorous scenes of the Emmerdale cast male characters, and the Prisoner of Cell Block-H reject women.

Similarly the ending movies for the separate characters are completely uninspired, confusing and pointless. Granted, these elements have no bearing on how well a game plays, but they are the contributions to a title that add that extra all important half mark here or there, separating the men from the boys.

Another gripe is the fact that there are only eight characters to choose from. Now eight is enough to be getting on with, but the potential for an army of shape-shifting manimals is undoubtedly large, and this must be considered a missed opportunity. Who knows, if the game goes down a storm perhaps we'll see all of these problems addressed in a sequel?

Personally I'd like to see the characters taken into prime time TV, then we'd really have a laugh. Imagine pets win prizes with Long – alias Tiger bloke challenging Mrs Roberts' bunny Poofkins. First pet to perform a reverse suplex on Dale Winton wins. Or how about Clive Anderson interviewing female grappler Fox – 'Nice of you to join us, you could've shaved your legs!' Personally, the ultimate TV tie-in would be a special Bloody Roar episode of Animal Hospital. I'd love to see Rolf Harris trying to inspect the nuts on one of these babies!



Long practices his special 'kick you in the face while you're not looking' move, whilst checking on his own energy levels the flashy git



Fighters transforming into semi-human beasts of aggression mid-bout isn't exactly a serious scenario for a genuine scrapping festival, however Bloody Roar definitely has a certain appeal that should see it doing quite well. It's the transition from human punches to beastly slashes and bites that really grabs your attention, along with its vicious content. It does have it's flaws – more characters and a greater array of attacking options would have been welcome, but it's still very enjoyable nonetheless. Not a classic, but it will have you inquisitively coming back for more, and makes a welcome change from the usual stock of beat'em-ups that are just re-inventing each other.

BY JAMES CANNON

GRAPHICS 7.5

SOUND 7

GAMEPLAY 8

LASTABILITY 8



PAUL From the intro I thought this was going to be terrible, but it's turned out to be one of the best beat'em-ups of the year. Considering it's more or less come out of nowhere, this is a pleasant surprise

JAY Beeeast!!! – this is brilliant. Having the ability to morph into a huge mammal during bouts is always gonna be a bonus, and the graphics, sounds and gameplay just add to the excitement and pleasure. Buy it today!

ANDY Certainly a little more imaginative than most with some of the most amusing special moves I've seen. The only downfall is that it's a little too simple to get to grips with and therefore it's lifespan is limited

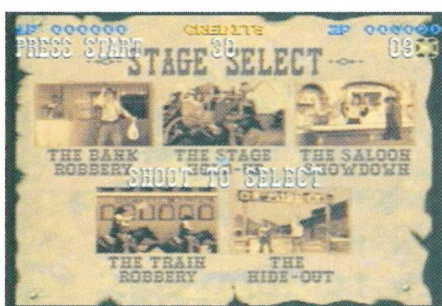
HUGH I don't really like beat'em-ups as a rule unless they're knocking around after closing time, but this game literally grabbed me by the throat. Bare your teeth and grow your nails for this one. It's bloody marvellous

Lethal Enforcers

"Are you looking at me? I said are you looking at me?" Yep, it's time to point your gun at the telly and live out those psychopathic fantasies, again!



▲ It's just like being in the arcade. Ooh it is. Now which should I choose? Tricky decision!



You really must buy a light-gun. There're plenty of games available now, the excellent Time Crisis and Judge Dredd and GT's Maximum Force is knocking about ready to be released soon. Konami has never been one to miss an opportunity and when it has a product like Lethal Enforcers on the back burner for so long there's probably no better time to release it upon PlayStation punters.

I actually remember the original Lethal Enforcers from the arcade. It came out at a time when everybody was going crazy for Mad Dog McCree. I enjoyed it so much that I bought it for my trusty old Mega Drive CD and even got two guns so I could play it with whatever sad friend was about at the time. Looking back it was pretty terrible, with horrible graphics and dodgy light-guns. Nature of the beast you might say, as it was down to the system at the time. But then why should this PlayStation version also be so much below par?

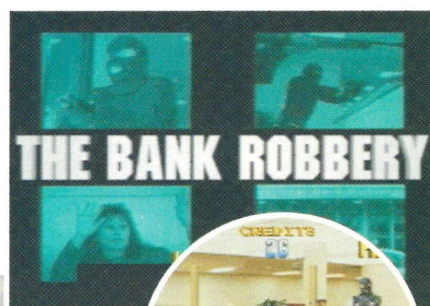
I'll come back to the game's shortcomings, but beforehand here's a little about the game. Lethal Enforcers on the PlayStation is actually a combination of the original Lethal Enforcers arcade machine and the sequel Gun Fighters, which was based in the Wild West rather than in

a modern day urban environment.

In theory, pointing whatever light-gun you have at the screen enables you to select a game, but in reality you have to point it about a metre off to the left to get any joy. It's difficult to say this is the fault of the game, because obviously it's been tested at Konami, but we tried three different guns and two different screens without much luck at all.

When you eventually manage to choose a game you then get the option of calibrating your gun (which again we had problems with) and the choice of starting level. You can play Lethal Enforcers as a one or two player game, but I found myself getting wasted in one player mode so enlisted the aid of Hugh and we began to make some progress through the levels.

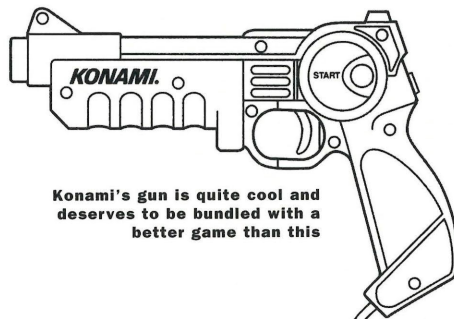
By this point I was already disappointed with what was in front of me. Gun Fighters sees a combination of masked gunmen and Three Amigos-style gringos pop up to be peppered with bullet holes, with a few "ladyfolk" sauntering along almost begging to be shot. The original Lethal Enforcers revolves largely around bank robberies and shooting getaway cars. You can get some pretty decent power-up weapons in both games, but as soon as you get



▼ These critters don't look that friendly. Better be quick on the draw boy or they're gonna fill you full of lead, you can be sure of that



▲ The guys at this fetish club aren't exactly friendly. You want to choose the places you visit a bit more carefully you do!

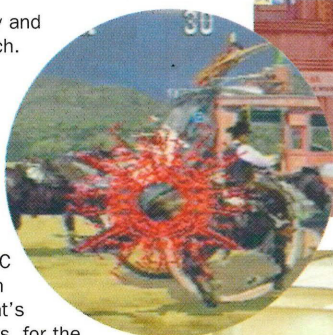


Konami's gun is quite cool and deserves to be bundled with a better game than this

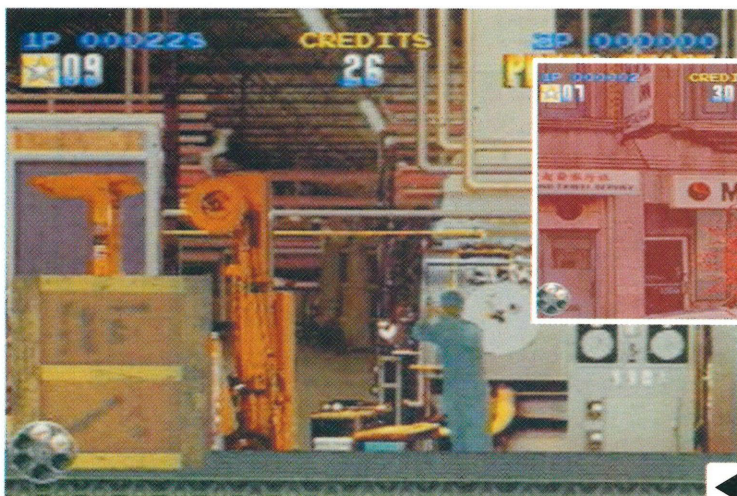
hit they vanish, and trust me, you'll get hit quickly.

The graphics are low-res, blocky and ugly and simply aren't up to scratch. When you put this next to the splendid visual feast that both Time Crisis and Judge Dredd serve up, this is second division stuff. Both of these titles use state-of-the-art 3D engines and have steered clear of the digitised sprite effect used in Lethal Enforcers. In both JD and TC you get a sense of moving through the level, never quite knowing what's around the corner. Lethal Enforcers, for the most part, provides you with a static screen to shoot at and lacks any sense of movement. It's a shame, but that's how the game was all those years ago. Whilst Lethal Enforcers has remained in the 16bit era, videogames have moved on dramatically since then.

This comes with a PG age restriction which I assume is there because kids are going to learn a few frustrated swear-words while playing it, rather than become frightened by the graphic depiction of pixelated, badly animated death.



That red mark means you've been hit. The reason for this is you've probably stopped playing and gone to calm down after buying this crap



Poor graphics, awful gameplay and shocking sound all combine to make Lethal Enforcers a rather nasty piece of PlayStation software



PROSCORE

GAME Lethal Enforcers

GENRE Shoot'em-up

SOFTWARE HOUSE Konami

CONTACT 01895 853000

RELEASE DATE Out Now

PRICE £44.99

I was sorely disappointed with this conversion from Konami. It was like going back to an old classic for me, only to get that sickening realisation that it is after all, a bit crap. Kind of a Manic Miner syndrome. You know, "Awww Manic Miner was brilliant" then you play it again and it quite clearly isn't. The main gripe here is that this isn't like going back to an old game really, because it's a brand new release and it costs a lot of money. I can't even recommend it to ardent Lethal Enforcers fans, because I did include myself as one of their number. People who are desperate to play stuff with their new light-gun might want to give it a try, but I can only see tears at the end of the day.

BY PAUL McNALLY

GRAPHICS 4

SOUND 3

GAMEPLAY 3

LASTABILITY 3

3½

HUGH Absolute toss as far as I'm concerned. This could well have been good fun a few years ago on an old MegaDrive, but it shows its age badly now. Sod nostalgia and go buy Time Crisis instead. To be avoided

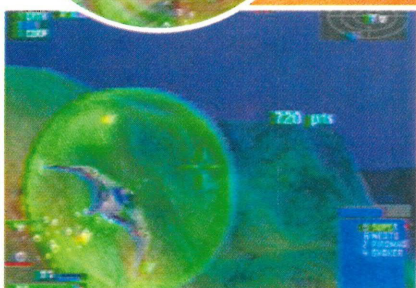
JAY Stop this, and stop it now! To be fair, this was absolute arse three years ago and it's no 'bonus' whatsoever of having both titles on one CD. This is bad, very dated and officially the worst thing ever. Avoid! Avoid!

ANDY Quite possibly the worst game you're ever likely to come across for quite some time. There's no accuracy, no enjoyment and definitely no lasting appeal. In fact there's no appeal in this shoddy piece of shite at all

JAMES Lethal? Only to people who have already purchased this complete pile of shite. If you're thinking of buying this, do yourself a favour and save a bullet or two to aim at your own brain. You'll need'em I guarantee

Critical Depth

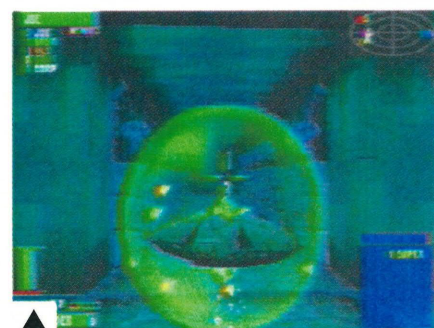
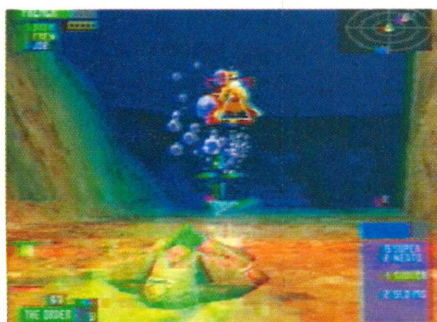
GT's latest sub-based shoot'em-up is here, so baton down those hatches, flood the ballast tanks and prepare to dive to the depths of PlayStation gaming



▲ It's a fine idea to make an underwater blaster, but GT's track record isn't a good one. Anyone remember Tigershark?



▲ More pointless blasting with little or no outcome. Critical Depth is that kind of a game you see. Not much happens and when it does it's dull



▲ The shield is well and truly in action. Don't worry though, the luxury is short lived and you'll soon be another sunken wreck on the sea bed

I have a sneaking suspicion that locked away in a dank basement somewhere in GT Interactive's London headquarters is a door with a sign on it bearing the title 'cack submarine game development.' A few months ago they brought us the distinctly manky submarine shoot'em-up, Tigershark, and heading our way now is a rather more tongue-in-cheek, but equally ropery offering, Critical Depth.

Rather than sending naughty Russkies to the bottom of the sea, this time you're engaged in a desperate underwater struggle to pick up mysterious 'power modules' – little green gizmos that have started appearing in the middle of every ocean on the globe.

Although nobody knows exactly what to do with the capsules, they've got a pretty good idea that they're going to come in handy at some point, so rather predictably there are loads of groups hunting for the same thing.

Since each group's reasons for hunting the pods differ, they all do whatever is within their power to get their mitts on them. The die-hard Soviets want them so they can build up the motherland and get rid of the stinking imperial pig dogs, the French oceanographers are hankering after a little bit of international recognition (and the chance to blow-up Greenpeace), and the sandals and bum-split sporting team Earth Hope want to preserve the capsules as an example of mother natures mysterious beauty.

With lots of people all after exactly the same thing, the inevitable result is a great big fight. And there you go, that's it really. No strategy, precious few tactics, it's just a case of blast the others out of the water and collect as many goodies as possible.

Which is fine for a few minutes until the initial frantic gameplay wears off. You see, the problem is that short of blasting the crap out of everybody, the whole thing seems a little pointless. Other than collecting the required five



▲ Two player mode: what a rush. Get together with a buddy and make yourselves thoroughly wet with a death match, or play as a team.



Bushido Blade

If the videogame industry was to present the 'breathing new life into tired old genres' awards, Squaresoft would definitely be walking away with it this year...



I don't know if it's a common problem, but the Meidokan School of Martial Arts is experiencing something of a discipline problem at the moment. You see, a fair number of the pupils and a few of the tutors have taken to carrying out professional assassinations to earn a little extra pocket money. Can't see that I blame them really, I mean being members of an elite martial arts school, what else are they going to do when they leave? Surely it's just work experience? Besides, it's got to be doing a paper-round.

Anyhow, being the equivalent of the speccy kid who always sat at the front and grassed on everybody else, you take it upon yourself to track down the culprits and put a halt to their enterprising scheme. In true beat'em-up fashion you can only do this by kicking and slashing the crap out of them.

That is in essence the story of Squaresoft's latest beat'em-up, *Bushido Blade*. Doesn't sound that promising does it? Well you'd be surprised – *Bushido Blade* does away with the usual beat'em-up regalia, stupid costumes, health bars, flaming fireball special moves and instead adds an essential and unusual element that sets it aside from the norm – namely swords, hammers and whopping great razor headed staffs.

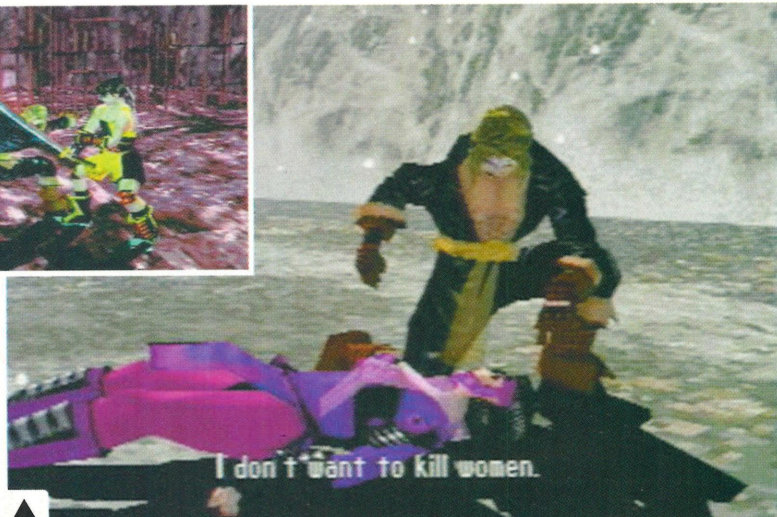
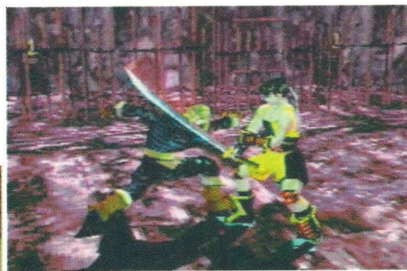
It's a simple, but innovative move. Whereas in your bog-standard arcade fighter you're

constrained by the particular special moves and abilities of your character, in *Bushido Blade*, your strengths and weaknesses revolve around the weapon you choose. Amongst the line-up are spindly but deadly rapiers, huge unwieldy broadswords and even the distinctly unmartial arts sounding sledgehammer.

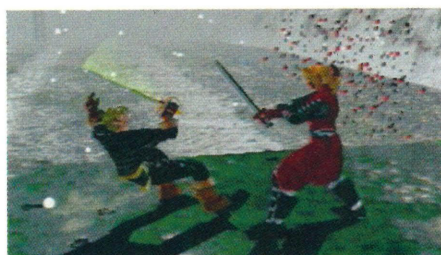
Now instead of having just a handful of special moves and tactics as per your average beat'em-up, there are literally hundreds of fighting tactics, both defensive and

offensive. Each character is capable of fighting in three different stances – low (useful for ducking under the reach of somebody with a larger sword), mid (your natural pose) and high (good for making thrusting dives at the opposition). From each pose you can block, parry, swing and accomplish loads more deadly (and rather showy) sword play. In addition to all this you have the ability to throw shurikens, toss dirt in an opponent's eye, or if you're the unconfident sort, run like buggery whenever the going gets tough.

Which in itself makes *Bushido Blade* one of the most fascinating and playable beat'em-ups I've played in years. You can opt for the, 'press the same two keys over and over again' tactic that often lets you sail through lesser games, but try this in *Bushido Blade* and you won't get far. It's a thinking man's fighter because, with such a



▲ Quite unusually for an arcade fighter, all the characters go to great lengths to assure you that they're not psychotic maniacs. Sorry mate, didn't mean to lop your head off!



wealth of moves, tactics and tricks, you'll have to spend time learning the best way to handle the various weapons available to you.

Once you've got the hang of the various swords you can pit your wits against a variety of foes in either serial link, two-player single screen or story mode.

In the two-player single screen mode you can pit your wits against a friend using any of the weapons available. Everytime you dispatch your friend's character, a corresponding bandage will appear on their character depending on where you sliced them – by the time you've played twenty bouts, both fighters tend to look like rather messy Casualty extras.

The story mode revolves around your character's attempts to tackle the mercenary elements who are bringing the school into disrepute by fighting your way through to the heart of the conspiracy. Along the way you'll have to tackle people who don't stick wholeheartedly to the sword theme of the game – one guy even tries dispatching you with a gun the cheating little bastard.

Although the story mode is unfortunately a little too short, it's a challenging enough affair trying to fight your way through it. In order to progress through the game, you don't just have to give your opponent a sound battering, you have must obey the rules of the Bushido whilst fighting your battles.

This means keeping the fight lily white – no scrapping before the opponent has finished ▶



▲ The FMV sequences in the story mode are cool – especially this bit where, racked by guilt, Black Lotus waddles through a snowy bamboo grove

CHOOSE YOUR CHOPPER

Dicing the opposition isn't going to be a mere matter of repeatedly pressing a couple of buttons – you're going to have to learn tactics which will enable you to get the best out of each weapon



KATANA: This is the sort of narrow curved sword you always see Samurai's carry in cacky films. Despite being fairly lightweight, it is long enough to require using both hands to fight with it, which will leave your guard down



NODACHI: It's a bigger version of the Katana and the biggest sword in the game. Although useful for keeping an opponent at bay, it can be unwieldy and if used carelessly will leave you unguarded for a precious few seconds



HAMMER: I don't think I need to explain what a hammer is, but it's worth pointing out that although powerful, it is massively unwieldy and no real match for a skilled opponent with a sword. Only for the experts



NAGINATA: This is, in effect, a huge staff with a dagger attached to the end. The most effective move is to chop downwards with it, although this can leave you unguarded for far too long in a fight against a quick opponent



SABER: Despite having the shortest reach of any of the available weapons, the sabre can be used with one hand enabling you to keep yourself guarded at all times. Saber is also a fast weapon to use and is great for the quick stab



BROAD SWORD: This massively heavy sword requires it to be handled with two hands and is remarkably clumsy. However, any attack that takes advantage of its double edge will prove pretty successful



LONG SWORD: Although heavier than the saber, this sword still allows you to use it with one hand. This and the fact it has a long reach means that it is the perfect beginner's weapon



RAPIER: The preferred sword of Musketeers and Zorro, this long but nimble weapon can be deadly in skilled hands and its speed prevents your guard from being lowered for too long

ON THE CUTTING EDGE

The six fighters in *Bushido Blade* have a sharp dress sense as well as a dangerous fighting style. Each one has two sets of clothes, one traditional, one contemporary. Lets take a closer look...



RED SHADOW:

Although being mean with a blade and devastatingly attractive, Red Shadow is plagued by a rare body odour problem that means she smells of Branston Pickle when nervous



MIKADO:

Mikado is totally colour blind, an affliction that never usually causes to many problems other than when she tries to blend in with the bamboo thicket background in this lush purple ensemble



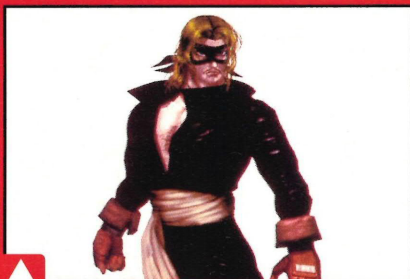
UTSUSEMI:

Utsusemi is the most dangerous of all the competitors. Unfortunately, he also enjoys his daily trips to the local park where he uses his flasher mac to scare the kids on the swings



TATSUMI:

Held in awe by all the other pupils of the Meikodan school because of the unusual size and shape of his chopper (Doh!). Tatsumi holds a lifetime discount card for JD-Sports stores



BLACK LOTUS:

A figure of ridicule at school, he chose his name because he thought it sounded hard. When somebody pointed out that a lotus was a flower he locked himself in his room all night crying



KANNUKI:

Kannuki's desire for revenge came about when the other pupils started saying that he modelled his look on Robert Smith from the cure. Fun led to bitter recrimination and the rest is history

Bushido Blade

► taunting you, no chopping him whilst he's down, and definitely no jumping on his face. Obvious though this may sound dull, it is a hell of a lot more difficult than you'd think – even comparatively small misdemeanours can result in you being barred from carrying on any further.

The first you will know about having been thrown off for unruly behaviour is when the screen goes black and one of a selection of rather mean poems appears stating that "the way of the coward is the way of the pig." Or that the unrighteous will always be detested.

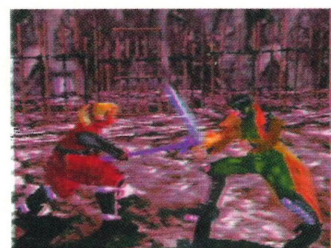
Although quite a cool touch, you initial reaction will probably be a little like mine (i.e. shove your japanese poems where the sun doesn't shine).

As you progress you'll be treated to bite-sized snippets of animation which knit together the different fight sequences – some of which are distinctly ropery, and rather hammily acted. The best is definitely the little piece of animation that follows the end of the first section. Racked with guilt over the slaying of your former teacher, you run through a thicket of bamboo in despair. Only for some reason your character is hunched forwards with your hips wiggling like a prize mincer. The overall effect makes your character look like they're desperately running for the loo having been caught short.

Although the story and two-player single screen mode provides hours of gameplay, the real novelty of *Bushido Blade* is the point of view (POV) serial link mode. Although it's labelled with a pretty boring title, this option allows you to link two machines and fight against one



The FMV sequence at the start shows a master craftsman fashioning all the weapons out of steel





another in a 3D first-person Doom-like perspective. Even if you can't afford the considerable expense of buying two PlayStations and a link cable, you can use the same view to fight CPU players (but not in story mode). Effectively it puts a new slant on the game – however it's better to fight using this mode when you're a little more practiced, because it's a pretty challenging affair.

It's weird little options like this that give me the sneaking impression that Bushido Blade is somewhat of an experiment for Squaresoft. You see, although I've seen various aspects of Bushido in other games (Swords and swordplay for example play a pretty integral part in Soul Blade and learning weapon tactics is pretty important when you're playing Dynasty Warriors), I've never seen them all brought together.

Admittedly there are aspects of the game that could perhaps do with a little work. Some sections of the animation look distinctly ropery in the story section, and giving the characters the ability to actively explore the play area rather than just fight in the arenas would have added to the game immensely. However, the end result of Squaresoft's efforts is a game that, although perhaps a little confusing in the presentation, is uncompromising in its gameplay and refreshing in its originality.



It's good to see that the Bushido Blade characters have a sense of humour. Here Black Lotus regales Tatsumi with one of his funniest party pieces



Mikado is a bit slow in realising quite what Red Shadow meant when she said she was just going for a quick slash... Right, that's the last crap sword joke caption I'm doing...



When they get bored, all the Bushido Blade characters get dressed up in weird ancient oriental battle gear such as iron leg warmers



PROSCORE

GAME Bushido Blade

GENRE Arcade Fighter

SOFTWARE HOUSE Sony

CONTACT 0171 447 1600

RELEASE DATE Out Now

PRICE £44.99

After revamping the tired old RPG genre with their tremendously successful Final Fantasy VII, Squaresoft seem to have taken it upon themselves to give the fighting game a new lease of life. Whilst retaining the fast action and visceral thrills that make the beat'em-up genre so popular, the game manages to add so many different weapons, tactics and tricks into the formula that the action requires using as much brain as brawn. This depth of gameplay, the novelty of the concept and the undeniable pace of the gaming action should go a long way towards guaranteeing Bushido Blade a pretty rosy future. Whilst not being everyone's cuppa, this is original enough to warrant a look.

BY HUGH POYNTON

GRAPHICS 8

SOUND 8

GAMEPLAY 9

LASTABILITY 9

8½

PAUL It's nice to see Squaresoft come up with the goods yet again. Anything that makes a game original is alright in my book and Bushido Blade is different enough from all the other fighting games to do very well

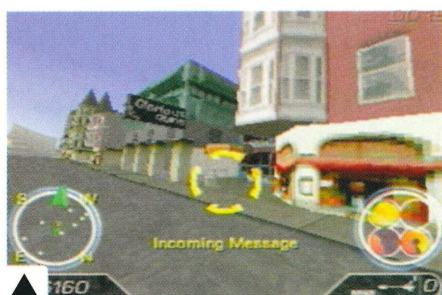
JAY Although not ideally suited for those gamers whose beat'em-up tactics consist of random 'hit and hope' chance moves, Bushido Blade still offers a novel and original twist on the genre that's highly enjoyable to play

ANDY Now realistically speaking one slash of a blade would take all of the fight out of you. Unfortunately, it has done the same for the gameplay in Bushido Blade. This is very bland and is in need of a lot more action

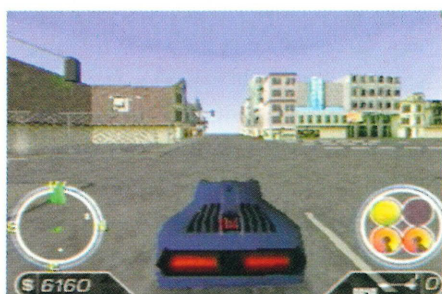
JAMES The first truly realistic battler that eliminates frantic button tapping, and instead encourages tactics, timing and accuracy. Perhaps a little too slow for fighting fanatics, but the authentic gameplay is a definite plus

Auto Destruct

Meet *Auto Destruct*, EA's new *Knight Rider* game for the 90s where lucky you get to play the dodgy tight jeans wearing perm head. What's next? *Baywatch Nights*?



Yellow circles usually indicate that there's something important lurking about – in this case it's a bomb you've got to detonate



I've finally ripped myself away from the PlayStation hopefully just long enough to dash out a review on EA's latest shoot'em-up, *Auto Destruct*. As you might tell, I seem to have developed a little bit of an addiction here. Like all junkies I'm displaying signs of my habit – my eyes feel like jelly, my brain aches and my work has slowed up to an almost sackable pace. To put it bluntly, *Auto Destruct* is more addictive than a crack cocaine sandwich.

Like an awful lot of recent PlayStation releases, *Auto Destruct* takes those two old faithfuls – cars and wanton violence – and blends them into a driving shoot'em-up. You know, the sort of thing that'll sell bucket loads even if it's actually quite crap. Only it's not crap, not in the least. This game is ream.

Considering the fact that the idea isn't the most original in the world, EA have come up with an absolute treat of a game. Set in the near future, *Auto Destruct* sees you playing the role of John Booth, a racing driver with a wife and a little kid who all live in wholesome family bliss. Until that is, an evil cult calling themselves the Temple Of Lazarus come along and through bribery and brainwashing start taking over the city. Inevitably Booth gets involved when his family are killed after the Temple blow up the Golden Gate Bridge.

With a burning desire for revenge and a smart sports car kindly provided by a shadowy underground organisation, Booth sets out to destroy the Temple's stranglehold on the city. Okay, so it might sound like a rather

naff *Knight Rider* meets *Mad Max* affair, but the way EA have packaged it, you won't care.

Like the equally addictive and gameplay laden *G-Police*, *Auto Destruct* gives you the freedom to explore a number of huge 'working' cities. But here, instead of haring around the domes of Callisto, you get to drive like a lunatic around San Francisco, New York and Tokyo.

The game is predominately mission-based, with your controllers giving you way-points and mission objectives. Which still, believe it or not, leaves a fair amount up to you. Although you will be told where to go and what to do, you'll learn to find your own tactics and short cuts. You are very rarely given enough cash, weapons and petrol to get through a game without replenishing your supplies, so the missions will require an element of planning, as well as the obvious blasting.

There's a huge amount of variety in the missions you are given and they contain many hours of gameplay. Admittedly, you'll be tearing your hair out and hurling abuse at the telly for most of that time. Although the earlier missions will be quite simple affairs – protecting the mayor's limo and all that stuff, the later ones will really test your mettle.

One mission in particular (my favourite) requires you to hurtle about the city picking up information from various informants whilst the entire city's police force is trying to blast you into small chunks. This mission must have taken me at least three quarters of an hour to complete, but every second was



You can drive into all sorts of nooks and crannies in *Auto Destruct* – here I've got myself wedged into a basketball court and I can't get out. Nice one!



electrifying. Another mission (taking rather an obvious pointer from Die Hard) requires you to drive about the city defusing bombs. Only, whereas in Die Hard you had a fair few minutes between each bomb, in this you only have around 30 seconds. One mistake and you'll fail to complete the mission.

Thankfully, EA have decided that, although Auto Destruct is principally a combat game, they've kept a few pure race sections dotted about to appease die hard racing fanatics. Every now and then you will be required to race cult cars around a prefixed city course – ensuring your victory by fair means or foul.

The missions are made trickier by the fact that each of the three cities is chock full of commuter cars, each with their own artificial intelligence. This means that vehicles will dodge about the place as you're conducting your battle, making a nuisance of themselves and generally getting caught in the crossfire. This attention to detail is repeated elsewhere – unlike G-Police you can actually drive in or through many of the buildings in the city.

By blasting the doors off a warehouse you can drive inside and have a scout around. Your car can even climb up loading ramps in the search for more weaponry and bonuses. The developers haven't skimped, even on detail that gamers will hardly ever see – look upwards in a deserted warehouse and you'll see the iron beams that support the roof. Likewise, you can

Use the escalators to drive up to the higher levels of the arcade



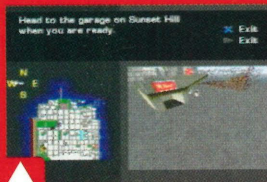
How's this for claustrophobic action – a deadly tank battle in a shopping arcade



WANTON DESTRUCTION IN SIX EASY STEPS



The first missions ease you gradually into the game. Starting mission 1 you are simply told to drive about...



Until an urgent message appears telling you to head to the Sunset hill garage. Here you will be met by a chopper.



Your instructor explains how the garage can be used to patch up your car if it's been damaged and take more fuel



Then you are directed towards dummy cars, one static and one moving so you can practise using your weapons...



Until a real emergency occurs. Lazarus tanks are making a nuisance of themselves down the park – go clean up.



A couple of well aimed missiles should see off the tanks. Be careful though, slip into the pond and it's all over!

drive in and around enormous shopping arcades, steering your car up the escalator to get to the higher levels.

Graphically, the game is a pretty respectable looking affair. I would describe in terms of the Die Hard driving section meets Felony 11-79. Although the graphics aren't as high as you'd find in Judge Dredd or Colony Wars, they do the job well enough and enable the game to run at a fantastic speed – try nitro boosting through the city whilst attempting to dodge cars left right and centre for some pure, high speed gameplay.

The action can be viewed from one of three points of view, all with their own drawbacks and advantages. In my opinion the best view is the behind the car camera which, although lacking the speed



Well hello citizen. You appear to be targeted by a homing missile. Now I know it would be a complete waste of ammo, but I get my kicks from this type of thing



I hardly touched him! When a police car explodes it's time for a sharp exit before a Rodney King incident kicks off



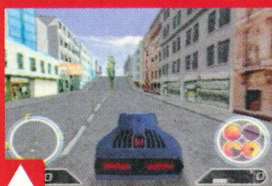
Auto Destruct

► across the city in the enemy race missions.

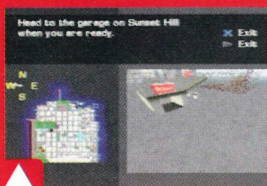
So there you have it – despite the initially unpromising and decidedly unoriginal game concept, Auto Destruct really has come up with the goods. Rather than being some sort of sub-standard Chase HQ update like you might have expected, EA have produced a massively enjoyable and totally captivating actioner that

takes you right back to the cheesy old A-Team/Knight Rider/Streethawk-type TV programmes of your childhood. Everything is pretty slickly put together and the blend of frantic action, a huge explorable play environment, and some pretty decent graphics suck you in and keep you playing until your eyes pop, your brain melts and the controller combusts.

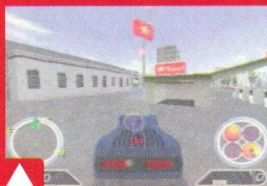
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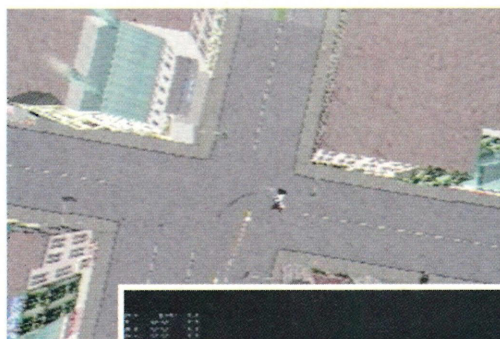
Until a real emergency occurs. Lazarus tanks are making a nuisance of themselves down the park – go clean up.



A couple of well aimed missiles should see off the tanks. Be careful though, slip into the pond and it's all over!



Another one bites the dust – a Temple Of Lazarus cult car feels the wrath of your hood mounted machine gun cannon



Lay your hands on some Heavy Homers and you'll be able to down cult choppers – essential if you are to survive later missions



PROSCORE

GAME Auto Destruct

GENRE Driving/Shoot'em-up

SOFTWARE HOUSE EA

CONTACT 01753 549442

RELEASE DATE Out Now

PRICE £44.99

PLAYSTATION APPROVED This is a welcome departure from the

endless stream of nice looking, but ultimately dull sports games EA's been churning out recently (notice the lack of any '98 suffix). The gameplay is challenging, hugely enjoyable and helplessly addictive and will have you stuck at the joystick for a positively unhealthy amount of time. The admittedly naff Knight Rider meets Mad Max storyline is, despite its cheesy trappings, immense fun and really draws you into the game. If you're in the mood for a wantonly violent and fast paced shoot'em-up racer, there can be only one choice on your New Year's shopping list – Auto Destruct.

BY HUGH POYNTON

GRAPHICS 8
SOUND 8
GAMEPLAY 7
LASTABILITY 7

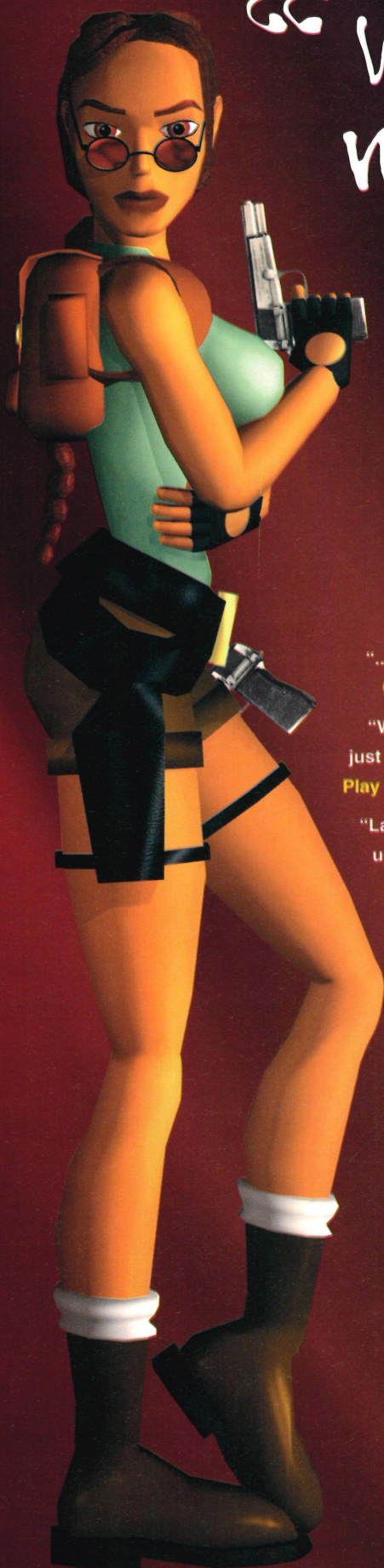
7 1/2

PAUL I'd have marked this a little bit lower, but Hugh's obviously getting a bit slow in his old age bless him. It's fun for a while, but by no stretch of the imagination is it brilliant. Worth a look if you're your driving games

JAY As said elsewhere on this page, this is playable enough, yet it simply doesn't match up to the likes of Total Drivin', V Rally, Rage Racer and the numerous other awesome driving titles out there. Sort it out EA!

ANDY Enjoyable enough, but a little lacking in long-term appeal. It's simple to play and has the speed and action any game of this sort requires, but it soon becomes tiring. It's a classic case of try before you buy

JAMES Great game, the best part is mowing over the innocent by-standers when losing control of this four-wheeled death machine. The gameplay could've been a little more varied, but it's all pacy action none-the-less



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LARA CROFT

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Official PlayStation Magazine

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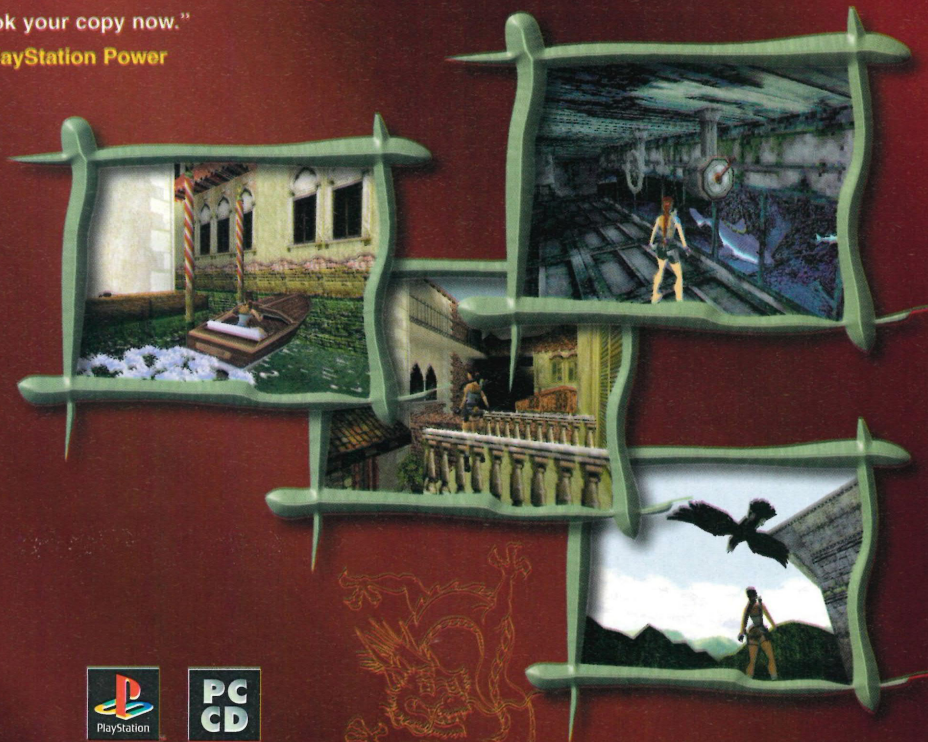
Play

“Lara Croft exploded onto the PC late last year... now reigns supreme as the undisputed queen of action gaming. More than two million sales later and countless awards, she's back...”

PC Gamer

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PlayStation Power



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EIDOS
INTERACTIVE

Indy 500

Let's face it, who wants to buy a driving game and then spend a couple of hours fiddling with the spoilers before the race? Instead, get straight to where the action's at with JVC's new racer



▲ The influence of of F1 '97 is very evident throughout the game and it's no bad thing either

Are you a hopeless driver? Are you one of those people who, by some freak accident of nature, have no inkling whatsoever about the direction a car will travel in when you turn the wheel thing or press on of those flappy bits on the floor? Do the local driving instructors howl with laughter when regaling each other with tales about your attempts to pass your test?

If so, it might just be a fair bet that you're pretty useless at playing your average racer – especially the more technically minded ones. To you a V8 is a revolting vegetable drink that you buy in Sainsbury's and suspension struts are items of kinky underwear.

Well not to worry, JVC have decided to bring out a good looking racer that, whilst retaining the speed and graphical detail of many technically accurate racers, does away with the ridiculously difficult driving and deathly dull details.

Based on the world famous Indianapolis 500 race tournament, the game puts you in the driving seat of the world's fastest racing cars and lets you push the thing

about a variety of different courses. Sounds good doesn't it? Well think again.

At some point in your life, you must have been told a joke or anecdote that just didn't seem to have a punchline. You'd be stood there, listening intently and then all of a sudden it was over and you'd be left thinking 'erm, did I miss something?'

That, not to put to fine a point on it, was my initial reaction to JVC's latest racer, Indy 500. Loading the game up, everything looked rosy, the graphics were pretty nice (if unremarkable) and the thing seemed to run along at a decent enough speed. But there just doesn't seem to be an awful lot to it.

Actually, racing the IndyCar is a pretty lacklustre experience. Although you will get some vicious wheelspin which'll haul your car around in circles if you floor the accelerator too quickly, once you get the thing moving there really is nothing to it.

The car handles lethargically and is harder to lock up than a milk float with ABS. Although you may be hurtling down a race track at huge speeds, crashing is virtually impossible. It may well be a race game for dullards, but you really





would have to be a total spanner to mess up a race in Indy 500.

Another annoyance is the fact that the car just doesn't seem to have a realistic physics engine. In most car games, even quite old ones, the programmers won't make the whole car turn when you change direction, instead the front bit will turn and then the rest of the car will follow it. Likewise, go round a corner fast and you will feel a little drift maybe, or if you're unlucky a spin. But this is completely lacking in Indy 500. Whereas in a game like TOCA you can feel the car and what it's doing, in Indy 500 the experience is more akin to steering a camera around the track.

Another annoyance is the fact that the opposition drivers all seem to be singularly lacking in personality or, for that matter, talent. Even on the harder difficulty settings, you'd have to be doing pretty badly not to get a pole position in qualifying and a top two or three in the actual race. Unlike TOCA or Test Drive 4, IndyCar opposition drivers just don't seem to make any great attempt to beat you.

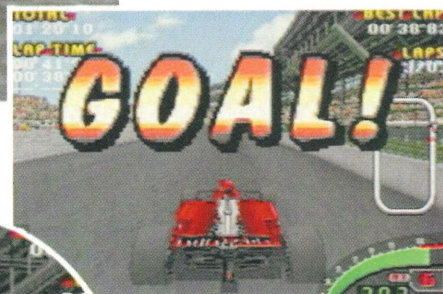
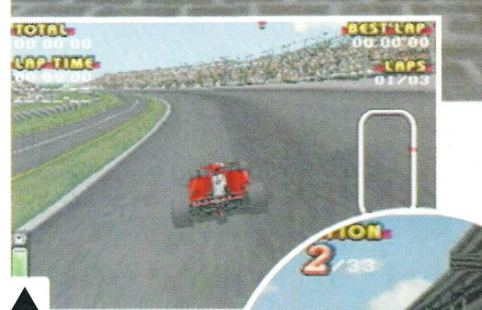
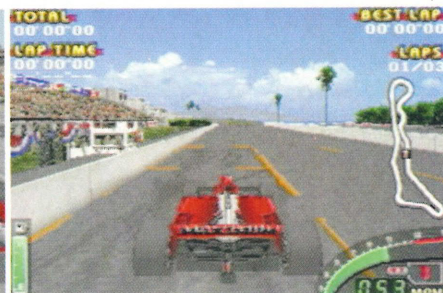
Worse still, for a bloodthirsty little sod like me the crashes were, in a word, shite. One of my essential tests for any driving game is to U-turn whatever car I'm in and race it against the oncoming opposition cars. If there's a crunch of metal and loads of accorioned metal, then I think it's a good game. If you hit another with a combined speed of about 300 mph and you just stop as in Indy 500, then its definitely lacking in the realism department.

Mind you it's not all bad. Although the choice of tracks is also something of a let down, the courses available are a pretty good mix. You've got three to choose from initially, the Indianapolis 500 oval track where the main challenge is taking the corners as fast as you dare (despite the simple shape, this course is one of the more difficult ones), a mountain track in a broad triangle sort of shape, and the best course, a Monaco-style seaside track with enough hairpins and tunnels to provide something of a challenge. And once you've mastered all these, you can have a go on 'The Park', a genuinely tricky course made up of



Only two laps down and I'm already in second place. The competition is hardly going to tax you to the limit in a frenzied fight to line

At some stage you'll have to spend a little time in the pits to get yourself race worthy once more

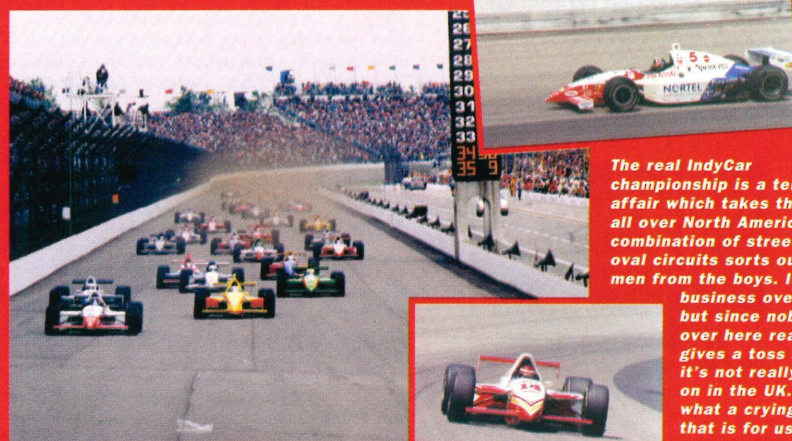


The trouble with IndyCar racing is that age old problem of oval circuits. Falling asleep at the wheel should be quite feasible on these dull circuits



A crash which should have been spectacular is as dull as they come. Terrible shame

GOOD OLD YANKS



The real IndyCar championship is a tense affair which takes the drivers all over North America. The combination of street and oval circuits sorts out the men from the boys. It's big business over there, but since nobody over here really gives a toss about it, it's not really caught on in the UK. And what a crying shame that is for us all.



Indy 500

► loads of really tight bends and corners.

Another unexpected highlight of Indy 500 is the comical voice-over. The game was developed in Japan and I get the impression that the programmers decided to get a Japanese bloke (who reckoned he knew a bit of English) to do the speech samples. And fair play to him, I reckon he knows more English than I do Japanese, but the result of this is that when you're hurtling about the track you'll get loads of cool messages blurring out every few minutes. "You are going too slow, they will catch up!" is one beauty, as is the "Are y'gon'ta break the machine?" which pipes up whenever you rebound off a wall or another car.

Whilst I'm in such a positive mood I'd say the graphics are also pretty respectable. The cars, landscape and scenery all seem nicely detailed and little touches such as the video wall that shows your car sweeping past on one of the corners show the game off well. And thankfully it all trundles along at a fair pace.

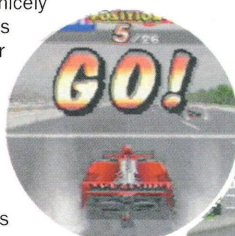
Unfortunately, the game's good points don't really make up for the bad ones. Although it looks pretty good and runs at a decent enough speed, the cars are all pretty boring to drive, and you'd be better advised racing a load of old women in A-reg Metro if you're up for a little more of a challenging race. Although it is a presentable enough game if you're just up for a very simple race. The problem is that there's little here that is new or original. When it comes down to it, there are loads of better games out there in a genre that is fit to bust on the PlayStation. Bit of a shame really.



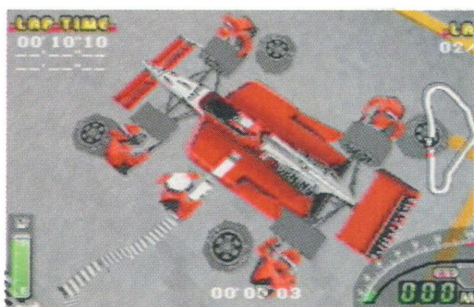
GENRE COMPARISON

Game **NASCAR '98**
Software **House EA**

Containing many different domes for you to race around as well as a few proper circuits, it's another case of so near yet so far for another of America's favourite sports. Sure it's a polished release, but it just falls short of being thoroughly enjoyable when the likes of F1 '97 exist



Lordy, the car's fallen to bits. The pit team do their best to get back onto the circuit in what could be the longest pit stop ever



PROSCORE

GAME **Indy 500**
GENRE **Racing**
SOFTWARE **HOUSE JVC**
CONTACT **0171 240 3121**
RELEASE DATE **Out Now**
PRICE **£44.99**

Although it is a laudable enough idea to create a racing game that bypasses all the boring technical stuff that might intimidate more arcade loving gamers, Indy 500 tends to do this at the expense of gameplay. Despite the fact that Indy looks good and runs pretty smoothly, the race courses and the opposition drivers aren't challenging enough to get the adrenaline pumping. Nor does it do itself any favours by using a physics engine that makes the car handle like a petrol tanker with 16 flat tyres. If you want a simplistic racing game that will afford you a few quick thrills whilst you're waiting to go to the pub - check this out or try out Test Drive 4 instead.

BY **HUGH POYNTON**

GRAPHICS **7½**

SOUND **6**

GAMEPLAY **6**

LASTABILITY **6**



PAUL Heard the one about the distinctly average racing game that enters a room full of better ones and people turn their noses up immediately? I have, plenty of times before tragically. Ah well

JAY The idea is a good one - F1 racing without all the technicalities - but the initial excitement of Indy 500 soon fades, as the more you play, the more tedious and sluggish it gets. Which is a crying shame

ANDY Seen it all before to be honest. There are many far superior racing games out there which will leave this gathering dust on the shelves. Sure it's all pleasant enough, but it's certainly no F1 beater

JAMES It's F1 without all the technical aids and graces which, when you think about it leaves you with an average race game. Good idea, but high performance cars without the high performance is pretty pointless

CIRCUIT BRAKERS



INDIANAPOLIS 500

The Yanks love these great big ovals. Although driving 'round one can tend to make you feel a little dizzy, the racing is usually extremely fast.



MOUNTAINSIDE COURSE

With only one real brake wearing bend, the mountainside course is pretty easy for all but total spanners. It's a pretty fast course as well...



SEASIDE COURSE

This is initially the trickiest track you'll come across. There are a wealth of bridges and tunnels to negotiate which can prove a little bit hairy at times.



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TEMPTED?

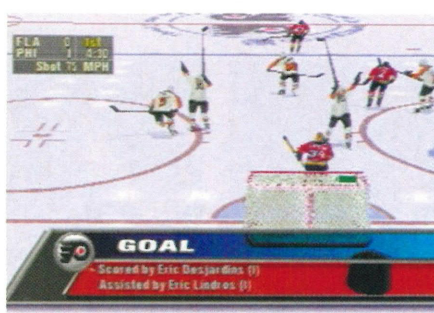
NHL Face Off '98

It must be easy to make ice-hockey, fighting and driving games for the PlayStation, as everybody who's anybody does it. Is this cutting edge stuff or a Torvil and Dean granny special? Read on...



**It's a breakout
and it's probably
going to end up
as a goal. Why?
Because you're
rubbish!!**

Face Off '98 features a high quality FMV sequence that rivals even the great NHL '98. As you can see, Ice Hockey can get quite physical at times



One day we'll be able to break all PlayStation games into three categories: racing games, beat'em-ups and ice hockey games. There's certainly plenty to choose from and plenty more to come. Bizarrely, it seems as though I only get to review these three types of game. I suppose I could soon become a world expert on them, complete with Doctorate and a sell-out Cambridge and Oxford seminar schedule.

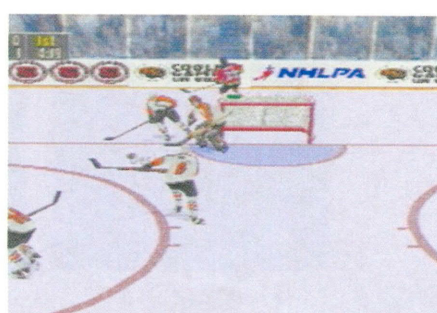
But aside from my dreams of a life on easy street, here I go with yet another ice hockey review. Now NHL Face Off was always a contender for best hockey game when it drew up for its own face off against the EA Sports' offering, but Face Off '97 let the side down a little and certainly never lived up to expectations. You may remember that NHL '98 (the EA Sports' one) got a score of nine a couple of issues back, so comparing the EA Sports title and the Sony title seems quite fair.

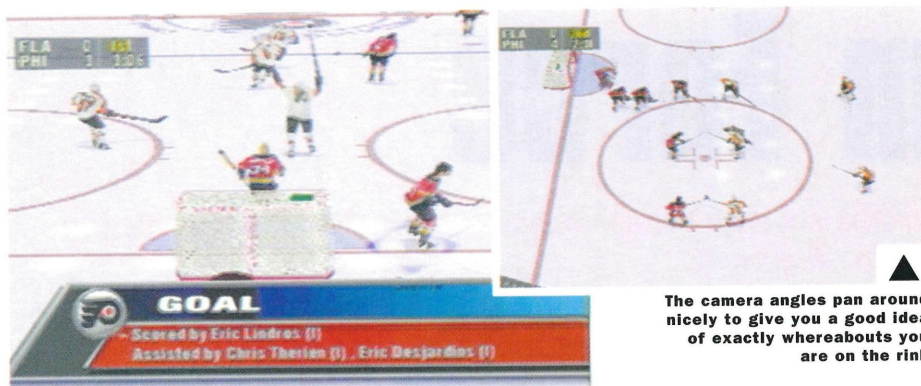
Let's start off with the good points. Playability wise Face Off '98 seems much faster than before and yet manages to retain its gameplay. It's easy to knock the puck around, although I did find myself on the end of a severe hiding in my first game – seemingly through no fault of my own – which I found a little annoying.

There are also some very nice graphical touches, such as the ripple of the Plexiglass when you hammer somebody into the boards which almost buckle under the pressure. The players are well defined and scoot around smoothly, although getting the puck off your opponents can be a pain in the arse at times.

Face Off also comes with more endorsements than we in Britain could possibly need. Let's be honest, us Brits don't know the players and we barely know the teams. However, we do like smashing our American cousins into a glass wall courtesy of a big stick, which the game obviously allows us to do in abundance.

However, the problems start to arrive when you scratch below the surface of the game. Most noticeable is the horrible rink commentary. Now I've never been to ice hockey in the States or





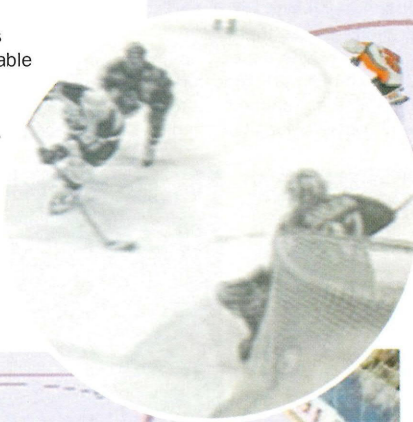
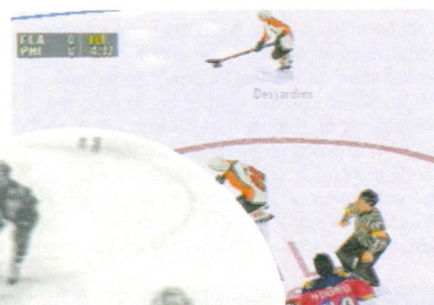
The camera angles pan around nicely to give you a good idea of exactly whereabouts you are on the rink

over here, but I've heard the way the other games announce scorers and they don't sound so ridiculously over-the-top as this. The commentary is hammy in the extreme and got on my nerves big time.

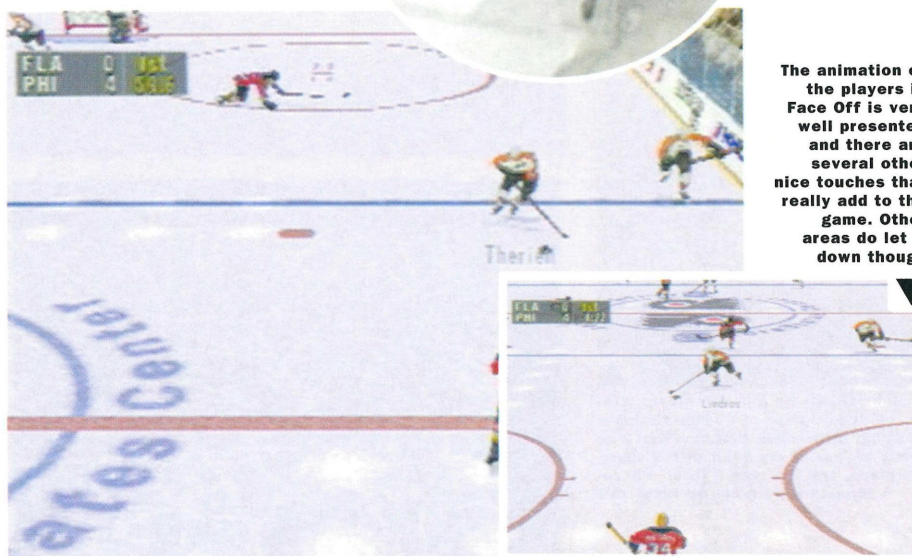
Then there was the occasional ridiculous goal that could never be scored in NHL '98. For example, while on the receiving end of a 4-0 trouncing and finding my net under siege, I got hold of the puck deep in my own defence and just leathered it to clear it. Wiping the sweat from my brow I looked up again and realised the puck had travelled the length of the rink and had gone straight into my computer opponent's net. On watching the replay I saw that it had just trundled into the net at the other end with a contender for 'Goalkeeping Error or the Year' award. This was a strange and not at all satisfying experience.

To sum up then, the Face Off series continues to miss the mark. It's enjoyable and does have things going for it, but when the competition so strong, it's hard to recommend this over NHL '98. Having said that, if you hate the EA offering, then NHL Face Off '98 would certainly have to come into the reckoning as a contender.

Sony are almost there, but there are enough niggles to mean that a great game is reduced to a good game. Which is a shame.



The animation of the players in Face Off is very well presented and there are several other nice touches that really add to the game. Other areas do let it down though



PROSCORE

GAME NHL Face Off '98

GENRE Sports Sim

SOFTWARE HOUSE Sony

CONTACT 0171 447 1600

RELEASE DATE Out Now

PRICE £44.99

Everybody who read my NHL '98 review a couple of months back will know how much I enjoyed it. I played it for ages and even embarking upon an 83 game season (which I had abandon after my girlfriend threatened to trash my PlayStation). Therefore, Face Off '98 was going to have to be bloody good to get anywhere close and unfortunately, it doesn't quite make it. There are definitely good points where NHL Face Off '98 scores highly, but the disadvantages far outweigh the advantages. If you can't bring yourself to buy another EA Sports rehash, then perhaps you'll find this a refreshing change. But if you want the best, maybe you should try the rest.

BY PAUL MCNALLY

GRAPHICS 8

SOUND 6

GAMEPLAY 8

LASTABILITY 7

7 1/2

HUGH I'm no fan of sport in particular, especially American sport. Face Off didn't appeal to me but as I'm more a fan of driving games anyway it was never going to. Down to personal preference really

JAY Hockey is for girls and doing it on ice doesn't make it any more manly. As you've probably guessed, I don't like ice hockey and rehashing last year's version ain't gonna convert me. More of the same I'm afraid

ANDY I personally enjoyed the original, but that was quite some time ago now and this update doesn't warrant forking out for if you already have an earlier version or an NHL game. But if you're iceless, check it out

JAMES This is an obvious money making exercise from Sony. The original was good fun but this is just a re-hash without the trimmings that you'd expect from a sequel. Average is the word that springs to mind

Maximum Force

Now I know what you're thinking – did he squeeze out six rounds, or only five? Well I guess you just gotta ask yourself a question – 'Do I feel lucky?'

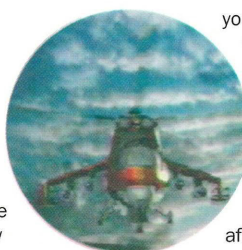


▲ I don't know who this guy was and I don't know what he wanted, but he thought he was hard so I popped a cap in his ass. Sucker

Well do you?... Punk. Clint Eastwood, Magnum Force. A classic film quote and a pretty nifty intro, even if I do say so myself. However, the deliciously cool 'Dirty' cop Harry Callaghan and his creamy ways of dealing with the perps from Magnum Force should in no way be confused with GT Interactive's new PlayStation blaster Maximum Force.

After waiting in anticipation for a couple of decent light-gun games capable of rivaling the Die Harder section of Die Hard Trilogy, they're now being run off quicker than a clip of 9mm in an Uzi, which is usually neither a good nor a bad sign. More just a warning to expect a mish-mash of games of varying quality.

Whilst titles such as Time Crisis and Judge Dredd are most definitely deserved ambassadors of the PlayStation's superiority over its rival consoles, gaming companies are now jumping on the bandwagon with below par, decidedly average targeting games that are rearing their more than ugly heads. As well as Maximum Force, you'll also have the opportunity to read about Konami's 'Lethal Enforcers' in this issue, but if you're of a fragile disposition then

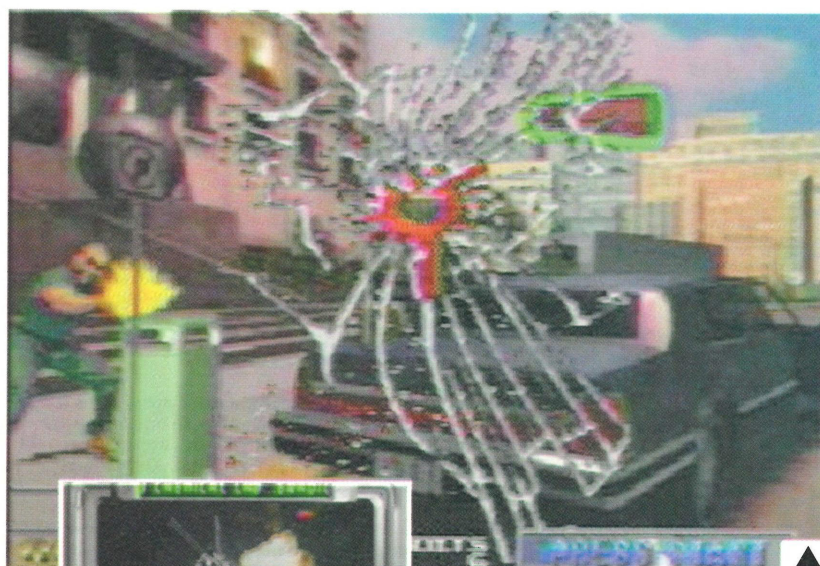


you probably shouldn't read that review as well as this. One pile of absolute toss may be all your brain can take.

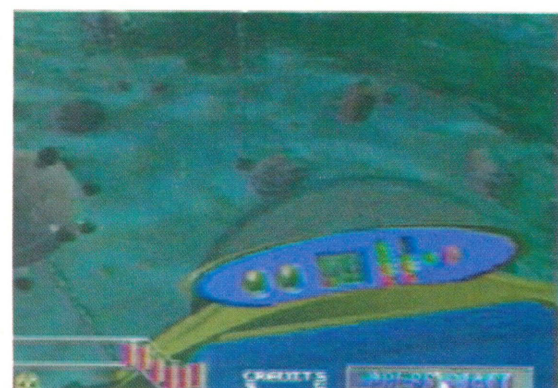
Okay, maybe that last comment was a touch harsh. But we expect more from the PlayStation, and I still fail to understand why publishers bother to persevere with games that are obviously not up to scratch. And I'm afraid Maximum Force is guilty. Strange name, I'd have thought 'Slight Force' or 'Go on I Dare Ya' might have been more suitable titles for this majestically average light blaster.

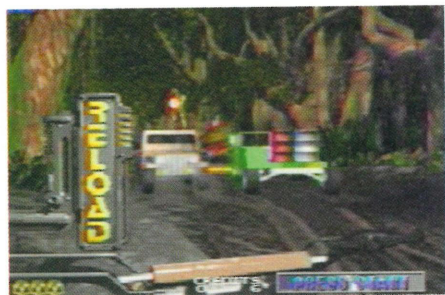
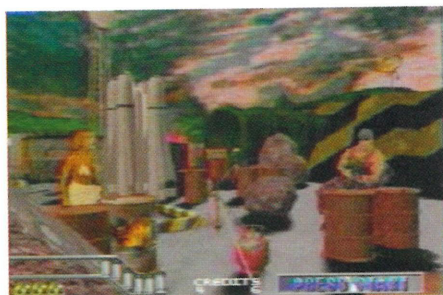
What plot there is involves neutralising nuclear threats, picking off some lowly-dog bank robbing terrorists and destroying chemical weapons plants, and that's yer lot. And while the levels on offer do require some accurate targeting, the challenge is only slightly stiff. The fact that you will have plodded through the three of them in next to no time leaves you asking "is that all?" Well, for the most part, I'm afraid it is. You'll be whisked away to the level select screen after a small and forgettable escape clip, which isn't very rewarding considering what you are supposed to have achieved.

The graphics are all nice high-res stuff with the bad guys and the innocent victims all



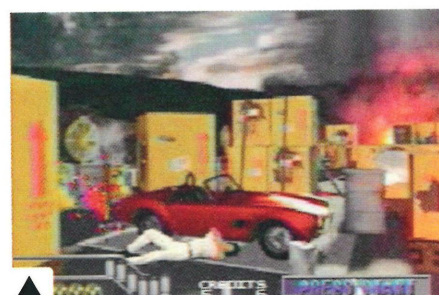
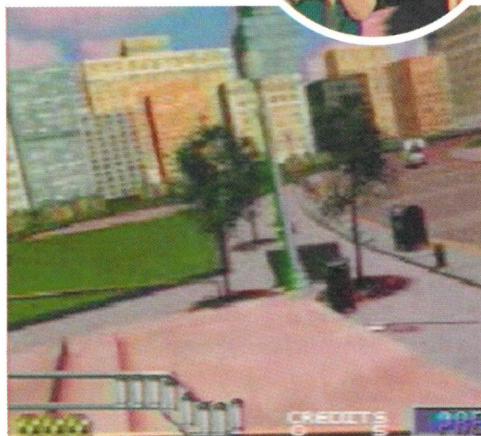
▲ This bloke thinks he's pretty clever with his 'pop up out of nowhere' sharp-shooting. Little does he know that I've cleverly protected my head with a sheet of glass, and it works a treat. I'm re-loading right now you little shit





wonderfully motion captured and animated. Time has obviously been taken to make this shooter look realistic which is well noted, but sadly the rest of the game's selling points are too far wide of the mark to have any lasting appeal. I'm afraid there just isn't enough in this game to justify a high grading. For instance, there are only two power-ups available; a shotgun, which will increase your target radius so you don't have to be quite as accurate; and a machine-gun, which gives you 12 shots instead of eight. Whoopee!

Obviously, if you play this game on Green Beret mode, then you're going to have your work cut out for you, but then that doesn't necessarily make things more interesting does it? It's a shame to discover the frailties of this release because with a dash more enemies and a couple of extra levels, as well as a handful of simple power-ups, it could have delivered a lot more. As it is, it looks like becoming part of the post-Christmas turkey shoot. Aim carefully now!



I've just rescued that sailor boy from getting his head ventilated and not so much as a thank you, the ungrateful turd. Must've shat himself



Some people just don't learn. Take this guy for instance. For starters, pointing the gun in the direction of your target might help



PROSCORE

GAME Maximum Force

GENRE Shoot'em-up

SOFTWARE HOUSE GT Interactive

CONTACT 0171 285 3791

RELEASE DATE January

PRICE £34.99

My first impression was that Maximum Force looked quite promising, what with the nice high-res visuals, and perfectly animated foes. However, it wasn't long before I realised just what this release has to offer the light gun-genre, and I'm sad to say that it isn't very much. 'Too few' are words that could be used to describe more or less every aspect of the game – I think you get the idea. And bad guys shouldn't disappear in a bubble of blood (for Christ's sake even the A-team was more inventive than that). If you're interested in spending your Christmas pennies on a light-gun title, aim carefully and train your sights far from this disappointing effort. In sum, this game is merely firing blanks.

BY JAMES CANNON

GRAPHICS 8

SOUND 3

GAMEPLAY 5

LASTABILITY 3

5

PAUL These gun games are getting out of hand. I don't mind the good ones, but now there's two in this issue that haven't managed a combined score to equal Time Crisis. Sort yourselves out!

JAY Time Crisis and Judge Dredd are much superior to this, so I can't understand why anyone would want to fork out hard-earned cash on this waste of space. Even the dire Revolution X was better than this. Just

ANDY Light-gun games are very hit and miss affairs with the misses coming more regularly than the hits. Both Lethal Enforcers and Maximum Force are dire affairs and should be avoided to stop the spread of this crap

HUGH Blasting bad guys with a light-gun doesn't wet my knickers at the best of times, and Max Force definitely leaves my underwear decidedly dry. Do yourself a favour and spend your money on Time Crisis

A screenshot from the M.M. Midway game. The scene is a curling rink. In the foreground, a player labeled 'CPU' is in a crouched position, ready to throw a stone. In the background, another player is visible. The rink is marked with red lines. The top of the screen displays the names of the players: 'BRELIOS', 'SAVARD', 'ARNOTT', and 'WEIGHT'. The title 'M.M. MIDWAY: Bauer Cooper' is prominently displayed in the center. At the bottom left, a scoreboard shows 'CPU 0' and 'M.M. 0' in the '1ST' end. A logo for 'M.M. MIDWAY' is visible in the bottom right corner.

The parity with Hangtime doesn't end with the smaller features though. All the outrageousness of the NBA game is included here. For example, when a player gets a few goals on the trot without the opponents scoring, he'll be pronounced "On Fire" and is covered in flames.

I was naturally curious about this feature and

END OF 2ND PERIOD

MINNESOTA WILD

1 WEIGHT

SNOTS: 14

CHECKS: 0

STERLS: 0

PASSES: 2

GOALS: 2

ASSISTS: 0

POINTS: 2

2 LECLAIR

SNOTS: 13

CHECKS: 11

STERLS: 0

PASSES: 19

GOALS: 3

ASSISTS: 0

POINTS: 6

3 ARNOTT

SNOTS: 8

CHECKS: 15

STERLS: 0

PASSES: 8

GOALS: 2

ASSISTS: 1

POINTS: 3

4 RAMBERG

SNOTS: 15

CHECKS: 13

STERLS: 0

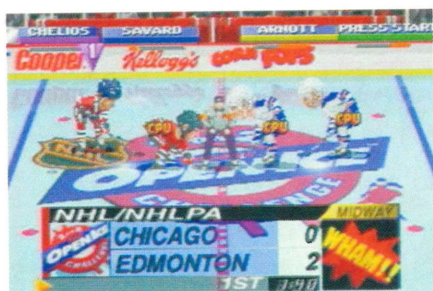
PASSES: 16

GOALS: 4

ASSISTS: 1

POINTS: 5





The set-up is very similar to NBA Hangtime which we looked at last month. No surprise really as they're from the same stable

so I asked the guys at GT what this was all about. GT told me the stat-hungry American public like to see the faces of their favourite players and obviously if the heads are their normal size they can't make out the intricate personal details of the meatheads playing the game. So what do they do to get around this? Inflate their bloody heads! The only problem I can see with this cunning strategy is that the faces remain indistinguishable despite their efforts, because all the players have helmets on. Which means that in the end the whole thing just degenerates into some kind of Tefal advert. Pointless, pointless, pointless.

On the whole though, Open Ice is fun for a short period of time. It's a 10 minute laugh rather than being a game in which you'll spend hours mastering the intricacies of scoring (because there aren't any). It all depends upon what you want to spend your cash on. A lot of people will think it's entertaining, others will be gutted at the loss of £40. Only you know what you like!



All you statistics lovers will adore the in-game updates which tell you how many goals each player has managed to score

PROSCORE

GAME Open Ice
GENRE Sports sim
SOFTWARE HOUSE GT Interactive
CONTACT 0171 258 3791
RELEASE DATE Out Now
PRICE £39.99

It's fun it really is, but it's like a one-night stand with one of the girls from Band Of Gold – fun for a while, but then you feel guilty about wasting the money (ahem, that's all hypothetical of course). Admittedly, the big head thing in Open Ice is just silly, but the game itself is fast, furious, frustrating and has the same appeal as Hangtime and NBA Jam before it. As post-pub entertainment after a few drinkies it's ideal, but Open Ice is certainly not for everybody and would probably be better priced at around the 20 quid mark. Taking everything into consideration it's hard to justify scoring Open Ice any higher than I have, but I still say that it's a damn good laugh.

BY PAUL McNALLY

GRAPHICS 9
SOUND 7
GAMEPLAY 7
LASTABILITY 7

7 1/2

HUGH All these sports game have obviously been sent to try me. I really don't like sport, in fact there's not much I do like (apart from moaning), but those big heads just made me think how pointless this whole thing is

JAY This is just NBA Jam on ice. Admittedly it's quite fun for a while, but like its arcade origins, the excitement fades and you'll soon be off in search of other thrilling ways to waste your time. Like drinking heavily

ANDY It's all very well developing an ice hockey game, but surely they should take a good look at Face Off and EA's NHL '98 to get a much better idea of how it should be done. Fun for a couple of plays and that's about it

JAMES I'm sorry, but games like this seem quite pointless to me, if you're going to play a sport you've got to use the full quota of players. That said, it plays quite well, but it won't keep you occupied for long

GAMEPLAY

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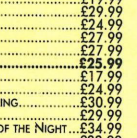
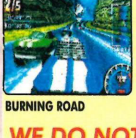
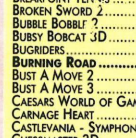
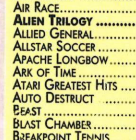
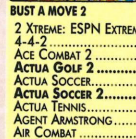
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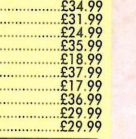
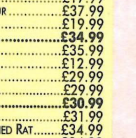
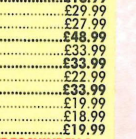
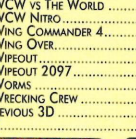
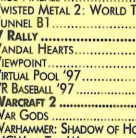
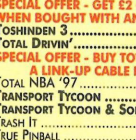
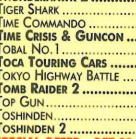
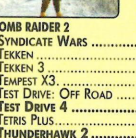
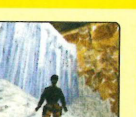
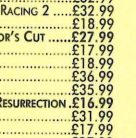
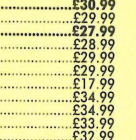
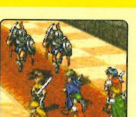
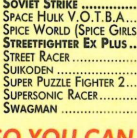
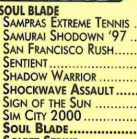
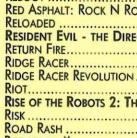
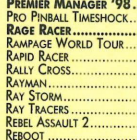
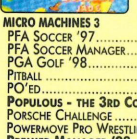
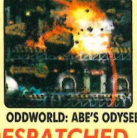
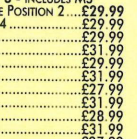
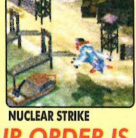
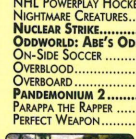
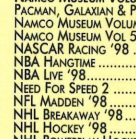
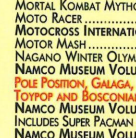
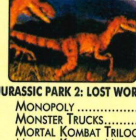
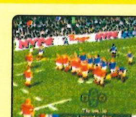
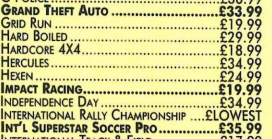
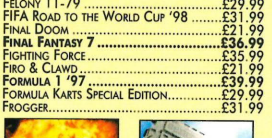
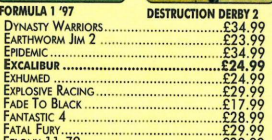
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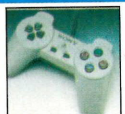
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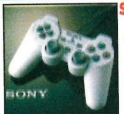
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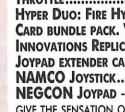
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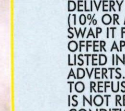
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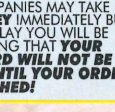
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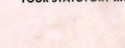
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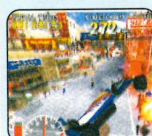
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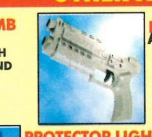
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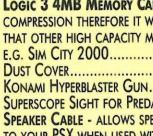
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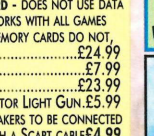
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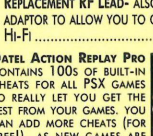
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Cool Boarders 2

Snowboarding is the business. As sports go, there's nothing cooler, but have Sony improved on their surprise hit Cool Boarders? The signs are looking good

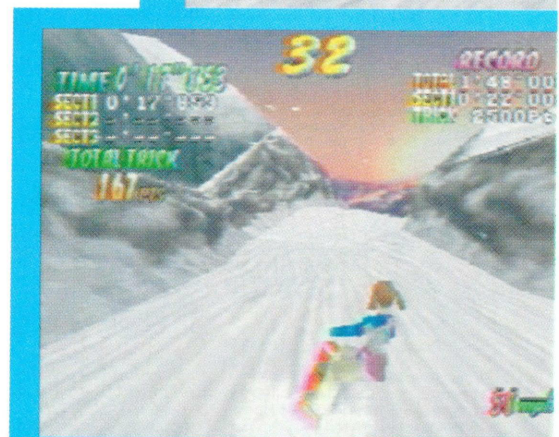
Winter may have passed us by for another year, well for the most part anyway. It never really goes away in sunny Manchester, but then people up North tend to enjoy having something to grumble about. At least the chill factor keeps the Christmas spirit going on past the winter time, music to the ears of Sony's money men with the release of Cool Boarders 2 fast approaching.

There was always going to be a sequel after the surprise success of the first game, and for those of you that have been literally waxing your boards in anticipation, the word is that the next instalment of Sony's snow surfing hit is all you could ask for and perhaps a little bit more too. The main criticisms levelled at the first game were that there was a distinct lack of courses available, and those that were included weren't exactly radically different from each other. However, the sequel more than makes up for the lack of options that accompanied the original title.

This time out there's a wealth of snow boarding particulars for you to mess around with on a far greater number of courses. For starters there are now four boarders to choose from instead of the original's male/female option. Each character possesses different attributes, so you can experiment with the characters and their numerous boards until the blend is right.

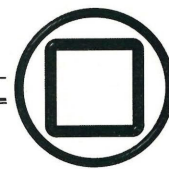
Most importantly there are a far greater number of courses in this snow sport package. With virtually a whole mountain to blast down, the longevity of this game is sure to be a more steadfast affair than with its ancestor, which to be fair now seems more like an impressive attempt to test the water, or rather the quality of the powder.

As for play options, this baby's stuffed to the brim. How would you feel about a competition section where you'll race against seven others in a full roster of time trial racing as well as trick jumping events? Or try your skills on the Big air section, competing to see who's got the most style while soaring through the big blue yonder. Add to these a half-pipe section and a board park just for messing around on, and you've got near enough every gameplaying option covered.



In competition mode you'll have to compete with the seven other racers in an aerial trick contest before the race to decide your starting position. Wipe out on the trick ramp and you'll find yourself at the back of the pack with a delayed start, making it even more difficult to get into the points and the next round of competition



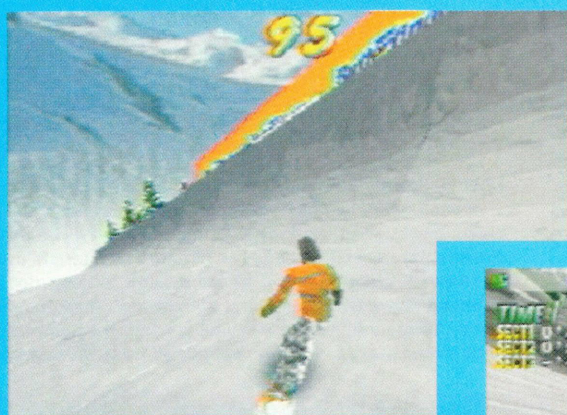
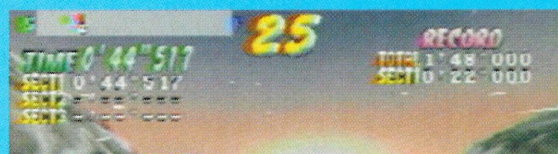
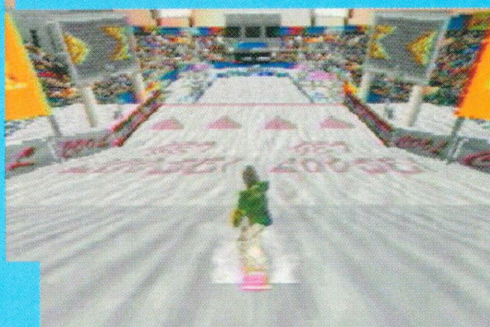
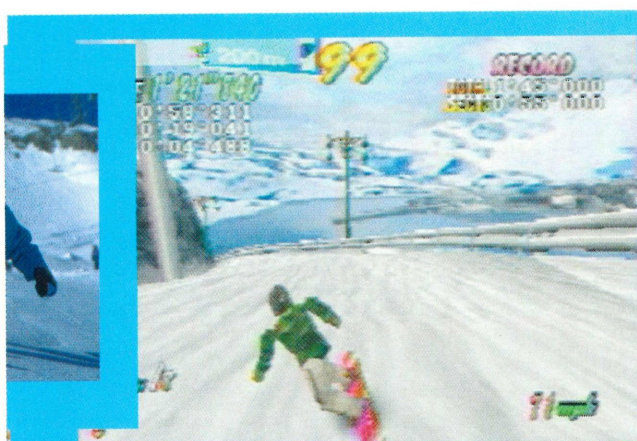


The big air section is where you tackle the trick ramp, trying to get your name to the top of the score board with points for speed, spin, fakie, grab, distance and landing. Or take the practice option and slide your way down a never-ending slope where you'll have to perform tricks one after another. Each time you complete a trick ten seconds will be added to your time so you can keep on going forever

The free style mode is where you can practice race times as well as taking the chance to get in as many high scoring tricks as possible. A vast improvement on the original is the addition of the two-player split screen mode. You can't race against the other competitors as well but hey, who cares? At least you can surf your mates into the ground

Game Title
Cool Boarders 2
Software House
Sony
Release Date
February

The half-pipe is again a trick-based contest, however rather than making your way along a run with a few tricks here and there, on the half-pipe you'll be able to do as many tricks as possible within a time limit for a combined score. Similar is the board park. This is the place to come if you want to just chill and mess around without the pressure of competitive racing and jumping. Do a few rail slides on the fallen trees or jump a couple of cars - the choice is yours



medieval

*The dead have risen from their
grave and are walking the Earth.
Has Michael Jackson set his
head on fire again?*

HAVE YOU EVER NOTICED HOW evil people in videogames always seem intent on world domination? You'd think some of them would draw on the experiences of their naughty buddies and realise that no matter how well thought through their plans are, there's always someone knocking about who's prepared to fight for the future of our lovely planet. They never seem to get the message do they? Always believing that this time their menacing plots will succeed where others have failed. And while this train of thought is quite delusional, it's good news for PlayStation owners, ensuring a steady stream of crooked adversaries, always up for a good kicking.

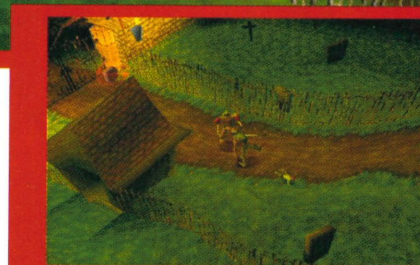
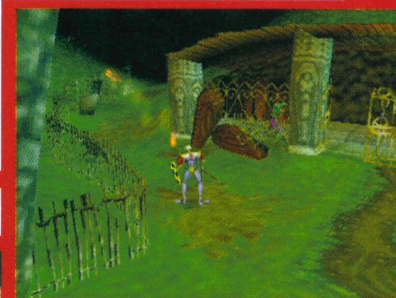
True to form is the forthcoming *Medieval* from Sony, where evil sorcerer Zarok also has ambitions to deliver humankind to a not so pleasant fate. Intent on populating the Earth with his own dark forces, Zarok casts a powerful spell, locking the world in darkness and its inhabitants deep in slumber. His fool-proof plan involves extracting energy from the minds of the helpless sleepers, and with the world in hibernation there's no one to stop him... or is there?

You see Zarok may have shot himself in the foot with his evil scheme. So great is his energy that a trail of magic has been following him on his travels, lingering in his wake.

As it falls gently, permeating the ground, the dead have taken to rising from the grave, free to roam the land in their mindless slumber. Only one of them is a little anxious to get back to his resting place.

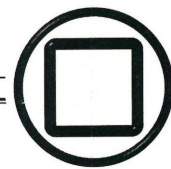
100 years after his death, the great Sir Daniel Fortesque has been awoken from his eternal slumber, and after that kind of time in a coffin you can bet the guy's going to be just a little bit cranky. None too impressed with his current state of affairs, the re-animated knight sets off in search of Zarok (minus his skin and one eye) with the sole intention of putting his foul plans to an end (so he can get back to his crypt for some shut-eye). And guess what, you're gonna have to give Dan a hand in his quest for bedroom satisfaction.

Christmas has left us for another year, but it seems there may be a few treats in-store for PlayStation owners in '98.



Although heavily influenced by previous scrolling platform games, Sony have worked to ensure that Medieval will make great use of the PlayStation's power. It'll run at 25 frames per second and has the benefits of multiple light sourced backgrounds with true shadow casting, not to mention an impressive orchestral soundtrack. Though some retro 2D style has been retained in Morten Earthworm's special bonus stages, just for that added taste of nostalgia

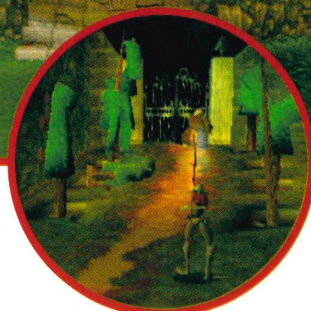
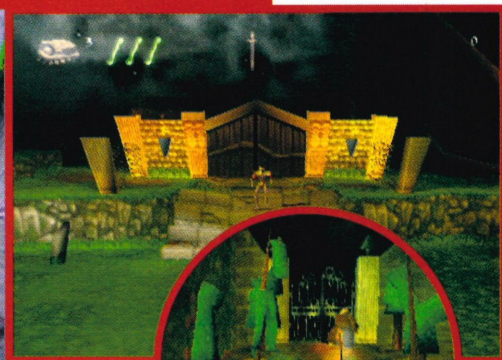
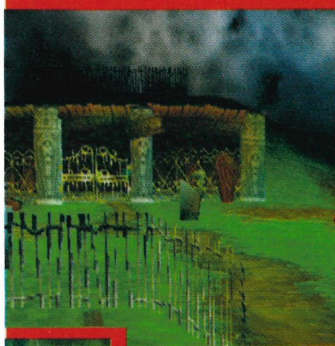
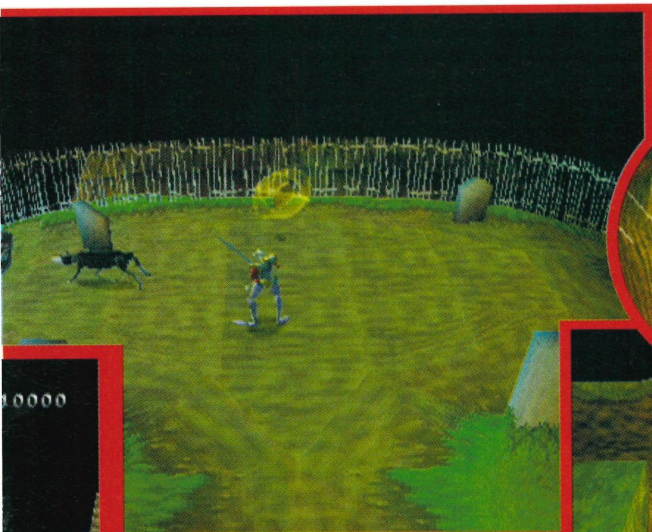




Heavily influenced by 2D eight and 16 bit classic Ghouls and Ghosts, 'The Nightmare Before Christmas' and 'The Addams Family,' Medieval is a 3D action adventure, combining shoot'em-up action with exploration and puzzle-solving elements. 30 levels take our hero through such places as a graveyard, a pumpkin patch, an asylum, the city of madness and the castle in the clouds, providing the basis of Sir Daniel's struggles to get back to his place of rest

There'll be different gameplaying elements involved to keep the appeal sky high. Dan will have to use his shooting and slashing skills to great effect warding off evil enemies including lunatics, dark knights, spectres, zombies and giant spiders, as well as negotiating hazardous platforms with some pin-point leaps. There'll also be a heavy dose of exploration and adventure thrown into the mix, just to keep you on your toes

PREVIEW



Sir Daniel will have an arsenal of weapons at his disposal although he'll only be able to carry one at any given time. As well as various swords, clubs and tridents he'll also have a crop of projectile weapons such as daggers, axes, crossbow bolts and even chicken drumsticks. He'll also be able to draw on the magical power of any potions that he may pick up along the way which will turn him invisible, increase his size and even alter his state to that of a fire-breathing dragon. Groovy

Game Title

Medieval

Software House

Sony

Release Date

March

Dark Omen Warhammer 2

*Once again the threat of
evil looms over the world.
Guess it's time to dress up as
little Bo Peep then*

THERE'S DEFINITELY SOMETHING IN the air. A certain subliminal feeling that is introducing people to the pleasures of kicking off on a grand scale. Command and Conquer: Red Alert has received favourable reviews, and people that enjoy pitting their wits against equally twisted aggressors have latched onto the notion of commanding their own troops in various forms of combat.

It was quite a long time ago now, when fantasy adventure enthusiasts (or dorks as we like to call them) first cottoned onto the notion of dressing up as fabled people and began fighting the eternal battle between good and evil.

It's something of an acquired taste, and while donning potato sacks and pretending to be Maid Marion doesn't do it for everybody, a lot of people do enjoy the idea of imaginary war-mongering. Sure enough, it wasn't long before software developers saw the potential of wrapping all of that silly fancy dress, swords and sorcery stuff into one neat little PlayStation bundle of joy.

Warhammer was one of the first to make its debut on the next gen format. The game was a collaboration between Electronic Arts and Games Workshop who are hoping that a new interest in strategy games amongst buyers will help to rate this sequel higher up the strategy ladder.

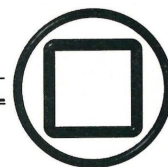
In this sequel you take on the role of a mercenary army captain in command of cavalry regiments, infantry, archers, artillery and wizards in attempt to wipe the hordes of darkness from the face of the planet.

The game boasts an all new fantasy battle engine with superior AI and tactics as well as improved gameplay and a state-of-the-art particle graphics system for special effects and explosions. So there could be quite a treat on its way for those deceptive Tesco shelf stackers who secretly run around in women's clothing at mysterious sacred battle grounds on Sunday mornings. It may not be quite the same experience on a TV screen, but at least it'll save on those huge dry cleaning bills!



There's a multi-player option with the use of a link cable that serves to allow you and a friend to declare war on each other. Not only are the allied armies at your disposal in this mode, but you can also take control of the green-skinned warriors (Orcs, Ogres, Trolls and the like) or the undead army (Zombies, Vampires and Mummies)





PREVIEW

The game features a dynamic campaign plot that will develop based on the player's decisions in battle. Successful rucks will no doubt enable you to continue on your mercenary way, beheading all manner of grotesque fantasy creatures and dismembering limbs from evil foes. Whereas failure will stretch your resources and lead to a lower order of battle in the future



Magical beings such as wizards and necromancers can be devastating opponents or allies, depending on which side you're supporting. The evil magicians are prone to becoming engulfed by the power of their own magic and can lose their physical form, so only an attacking spell will inflict damage upon them



The various warriors within the game all have special physical attributes which will affect the success of each battle. Obviously the harder, faster warriors will fare better against the wimps in your battalion. Psychological attributes have a more subtle effect, as different races will react with fear and hatred depending on their foes in battle. For instance, Goblins will shit it at the sight of their sworn enemies the Elves and probably leave you short-handed, whereas a Vampire doesn't suffer from such a nervous disposition

Game Title
Dark Omen: WH2
Software House
Electronic Arts
Release Date
March

Chill

*Icy winds, treacherous leaps,
hairpin bends and a quarter-inch
thick sheet of fibre glass bound
to your feet. That'll be
snowboarding then*

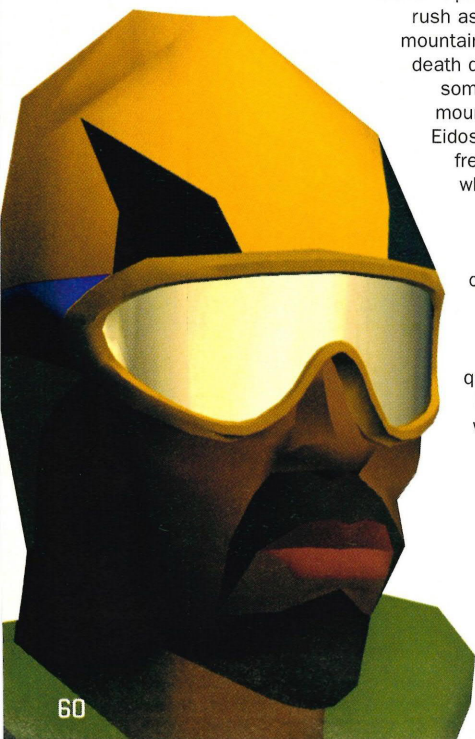
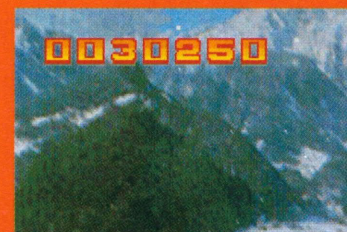
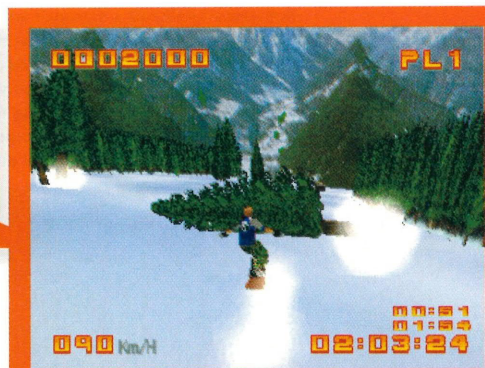
"IT'S TIME TO GET RAD DUDE! There's totally too much of this snow stuff man, far out – it's covering everything. I haven't like rode the sidewalk for a week and my board is like – frozen over. If I don't catch some wild air – fakie 360° style, I'll lose my brain man!"

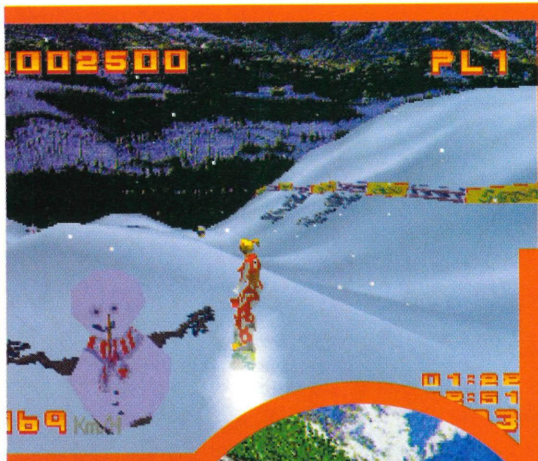
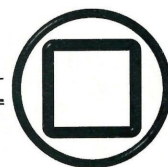
The pent up frustrations of young American skateboarders during the winter months often had them uttering such nonsensical babble, disheartened by the threat of not being able to get rad during the snowy time of year. Then, about 15 years ago, one wised-up street-surfer hit on the idea of removing the wheels from his board and using the deck to surf on the stuff that was causing all the problems. A few broken legs, and a couple of design modifications later, and the sport of snowboarding was born.

It's taken a while for developers to realise the potential of harnessing such a high octane sport, it's appearance in the form of computer games has so far been limited to Sony's Cool Boarders. That is until now.

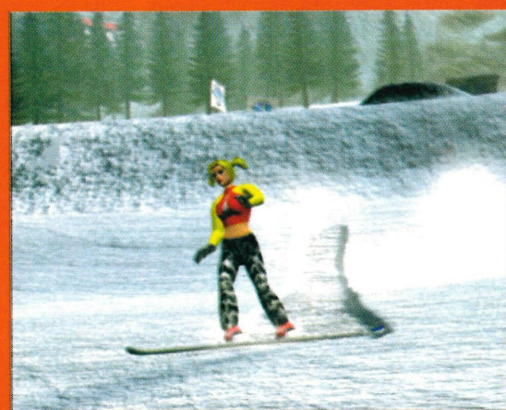
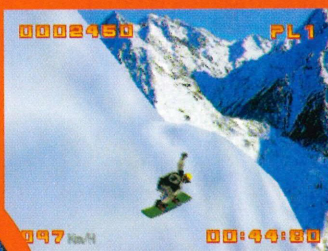
Preparing to raise the temperature is 'Chill' from Eidos. It promises to be the first game to truly recreate the rush associated with throwing your fragile torso down a mountain without a brake. Breakneck speeds, tricks and death defying jumps whilst dodging avalanches are just some of the ways to be bodacious on a selection of mountains with some of the coolest borders around. Eidos claim that Chill will provide the same feeling of freedom as the genuine article, giving the player a whole valley of femur-snapping runs to surf down, testing your boarding expertise to the max.

With a variety of runs to tackle on five different mountains, hidden characters and a choice of 21 different boards to strap to your icy boots, Chill should offer a multitude of playable options, giving you every chance to become the most chilled boarder around. It's all sounding quite promising, and with Cool Boarders 2 on the horizon, there should be plenty of choice for the winter sport fanatic. Who knows, this game may be a 'King of the Mountain' in waiting.

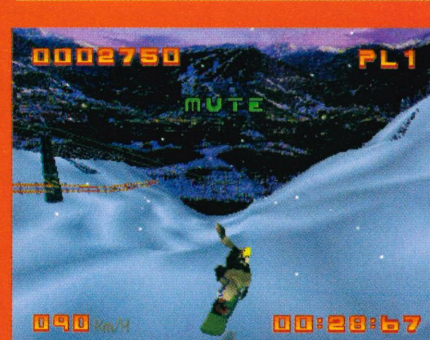
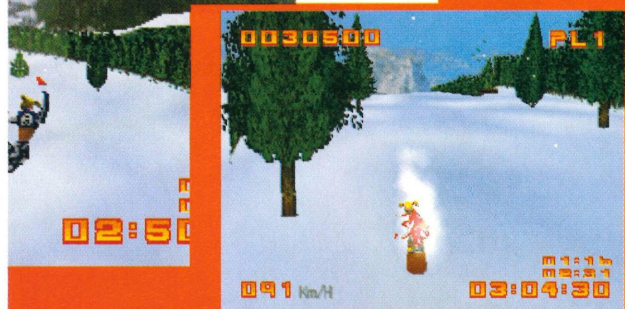




A two player split screen mode was just what the original snow racing fest Cool Boarders was crying out for, and you'll be pleased to hear that Chill won't be hampered by single player restrictions. It'll also provide support for analogue pads, so radical 720° twists will be within your reach in next to no time



You'll have to spend a little time practicing the tricks, and learn how to dodge all of the hazards in order to attain scores that will qualify you for the hidden bonus runs. You'll really have to squeeze the talent from your fingertips in this section, negotiating the obstacles whilst racing for first position, always aware of the thundering sound of the avalanche that's following in your slipstream. Proving you're the king of the aerials on the ski-jump challenge is not for the faint hearted



The game will run at a minimum of 30 frames per second and will use a skeleton-based animation system which should mean that the animation should be of a pretty high standard. Combine this with data-streaming during play for extensive maps and a large game area and the whole thing starts sounding quite impressive. But wait, there's more. Character speech has been thrown in along with a variety of weather effects for that added bit of realism.

Game Title

Chill

Software House

Eidos

Release Date

February

Alundra

More Japanese role-playing games on the horizon as the Final Fantasy VII ship gets ready to sail out of the port

WITH ALL THE HOO-HAH OVER Final Fantasy VII's release beginning to die down, anybody who's devoted any kind of time to the game may be getting a little worried about what they're going to play when they finally complete the Japanese masterpiece.

Let's face it, it will be difficult to get the same kind of long-term enjoyment out of any other game. So what's going to be available to fill the void?

Psygnosis think they might be onto a bit of a winner with another role-playing game they've picked up from SCE in Japan. Now to utter the name of any other RPG in the same breath as FFXII at the moment would be nothing short of folly so let's look at Alundra in a slightly different light.

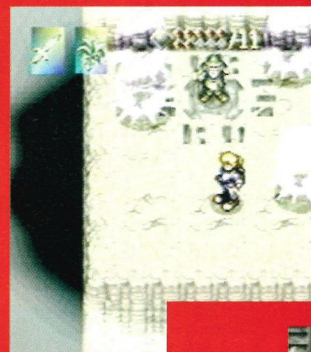
It's quite possible that many of you had a SNES before your PlayStation and if you did then you'll certainly remember The Legend of Zelda which did rather well and is about to be followed up on the N64. Well Alundra is kind of a flashback to Zelda. The gameplay is more or less the same, the viewpoint is identical and storyline is equally as cool!

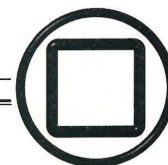
The storyline is typically Japanese, as it tends to be with all games of this ilk. This means there are plenty of old men, villagers dying and flowery gardens to keep even the most ardent role-player happy. There certainly looks like there's a nice variation in locations too, which as you can see, are all drawn in the same cutesy, cartoon manner throughout.

The inevitable question that will be on people's minds now, especially after Final Fantasy VII, is just how big is Alundra? Well the guys at Psygnosis reckon there's a good 50 hours gameplay tucked away here, so that should be enough to keep you occupied until Easter.

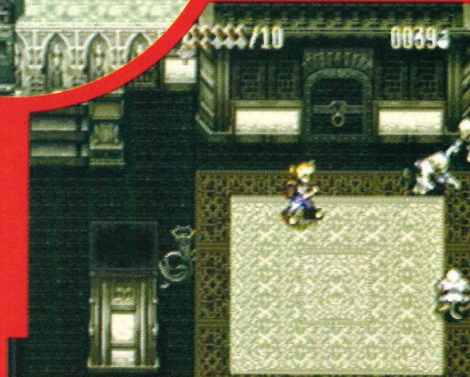
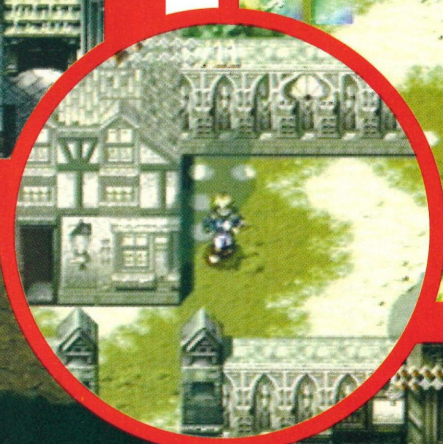
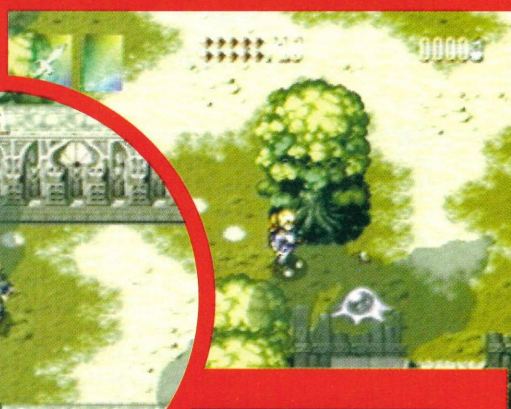


Three months ago Psygnosis might have been a little wary about releasing Alundra in the UK, but now with the all conquering Final Fantasy VII paving the way, the world is more than a little bit hungry for quality RPGs





As you might expect, as the game takes its course our hero will constantly be improving the skills he possesses as well as gaining many talents. It's important to make sure your character constantly improves to face the harsher challenges later on in the game



The storyline starts with you as a young boy caught up in a shipwreck. Upon his rescue he finds himself in a village where the inhabitants are all dying because of strange and terrifying nightmares. And so the adventure begins...



Alundra will feature a multitude of different weaponry and a variety of enemies to use them on. Scenes are to be carefully searched to find many of the hidden items that will help make your quest a lot easier

Game Title

Alundra

Software House

Psygnosis

Release Date

March

Nagano Winter Olympics '98

Snow, powder, speed, rocks and blades. No it's not the sequel to Trainspotting, it's the new ice fest from Konami

SPORT – IT'S THE NEW RELIGION. Responsible for uniting countries in waves of patriotism, capable of turning the most placid respectable people into snarling animals. It provides excitement and intensity, inspires hopes and dreams and has become the excuse women have been looking for to begin divorce proceedings. Sport is the indisputable icing on the cake that we call life. In it's most popular and pervasive forms, it can be the inspiration for thousands of ordinary characters the world over, all wishing to emulate the achievements of the creme de la creme of the sporting world.

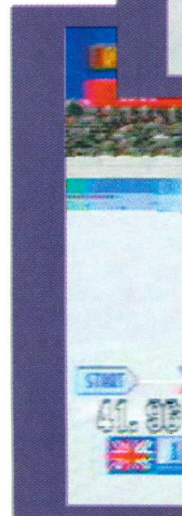
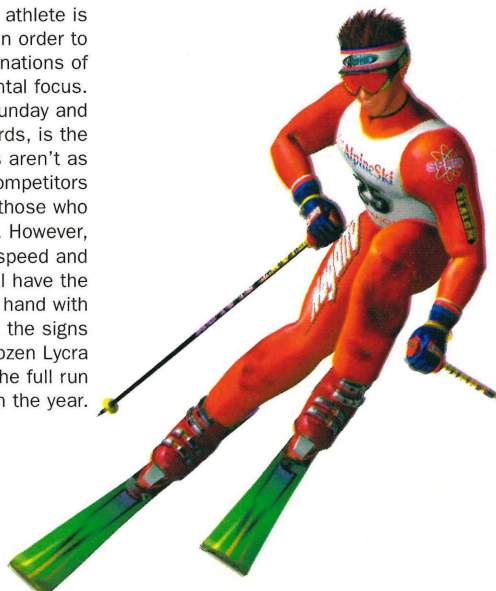
The Olympics is heralded as the greatest sporting event on the planet and while die hard football fans would beg to differ, you can't deny the heritage and tradition that accompanies such an important date in the sporting calendar. Its importance has never been doubted, but so subliminal has it's intrusion into the rest of the sporting world, that sportsmen and women competing within the multitude of forms available, all take great pride in relating their achievements to the Olympic's supreme status by calling themselves 'athletes.'

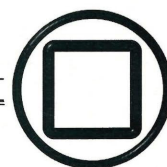
You can't blame them can you? For few words can sufficiently describe the dedication and devotion that is necessary to reach the pinnacles of success. An athlete is someone who primes their body to peak condition in order to compete with others who are themselves incarnations of complete physical fitness and mental focus.

Not so popular since the demise of Ski Sunday and the disappearance of Eddie 'The Eagle' Edwards, is the winter edition of these famous games. The events aren't as popular with most TV watchers and the competitors themselves don't seem to carry the weight of those who compete in the more prestigious summer games. However, the competition does exist, and an exciting mix of speed and thrills it is too. Luckily, PlayStation owners will have the advantage of trying the more popular events first hand with the coming of Nagano Winter Olympics '98. And all the signs so far are that it could have a few tricks up its frozen Lycra sleeve, and as always we'll be first to give you the full run down a little later in the year.



Not a running track or a hurdle in sight, but plenty of tricky gameplay designed to keep you coming back for more. The curling compo (Crown green bowls on ice) requires accurate targeting as well as a tactical gameplan and some pin-point power selection. Brush the ice to keep your 'rock' moving along its slippery path towards the bullseye at the end of the playing area. Closest to the spot wins the compo and gets a prestigious place on the podium

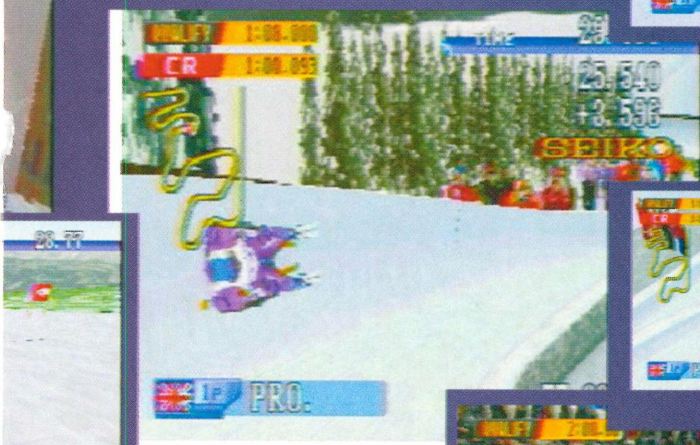




PREVIEW



Choose whether to compete in the full Olympics within all of the events, both in qualification and full competition, or simply select a single go at an event of your choice. Ideal if you want to practice such difficulties as the freestyle aericals, where a lengthy combination of pressing the different buttons must be carried out exactly to get in the required number of flips and twists, as well as pulling your sub-zero athlete through the spin with his skis pointing toward the floor. A fraction out either way and you'll know what it's like to rub noses with an Eskimo's cold bits



All of the major classes of events are well represented, with racing skills, accuracy and timing all being called upon to compete at the highest level. Take part in Alpine skiing in the downhill, super-G and giant slalom disciplines, slalom snowboarding, speedskating in both distance and short-track events, bobsleigh runs, the luge (a single man bobsleigh), large hill ski jumping, freestyle aerial hot-dogging and competition curling. So plenty of variety there then, not too sure about an event for hairdressers in the Olympics, but that's probably the Canadian influence, bless 'em

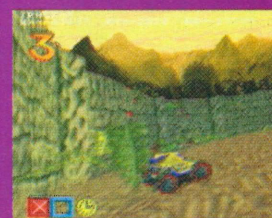
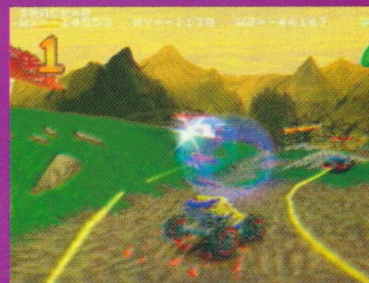


Game Title
Nagano Winter Olympics '98
Software House
Konami
Release Date
February

The game offers a variety of options to keep you coming back for more pedal-to-the-metal action. Choose whether to play in championship mode, competing with the elite through a full season or tackle the time trials. There's also a split-screen mode for frantic one-on-one racing with some of your Buggy buddies

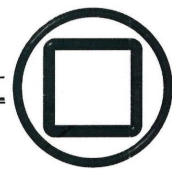


All of the tracks are littered with obstacles which can either be avoided or jumped by plowing straight into them. Jumps will propel the buggies high into the air, allowing them to perform stunts as well as providing a novel means of overtaking. If that's not enough, buggy drivers face the problem of negotiating these obstacles while trying to keep on-line for the next slalom gate

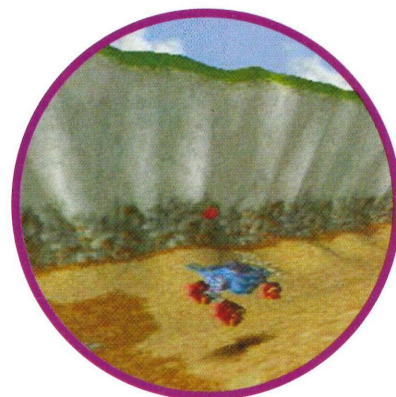


Strategically dotted around the tracks are slalom gates of varying colours. Drive through these gates to reap rewards. Hitting them in short sequences will deliver simple speed up bonuses, whereas a more complicated sequence will enable startling capabilities such as mega-grip and the ability to fly. Using these extras not only gives you an advantage over the opposition, they can also help to access new parts of the track

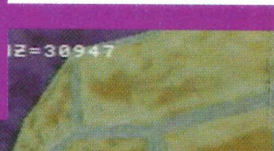
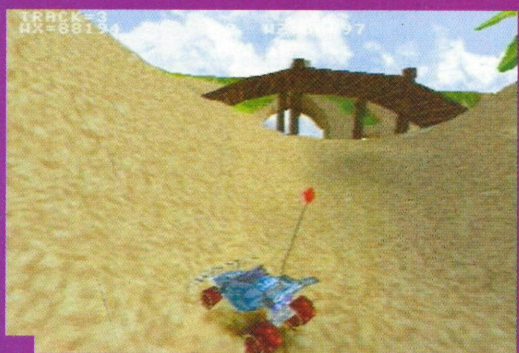




Buggy



Fancy a change on the racing game front? Gremlin are set to churn up the track with their new radio controlled racer. Well size isn't everything...



RACING GAMES EH? You spend ages playing Ridge Racer Revolution because there isn't much else on offer, and then a hundred of them come along at once. Well perhaps not all at once, more a steady flow of quality titles. Indeed the driving game is now the best stocked of all genres on the PlayStation and you can't doubt the standard of the titles available. So what's the problem then? The problem is that while most of these games are technically superb, it's very difficult to separate one title from the next.

If you are of the petrol appreciative persuasion and are longing for something different to whet your high octane appetite, perhaps Gremlin's up-and-coming Buggy is just what your engine doctor ordered. It adds a new twist to the racing role model by putting you in control of one of 16 distinct mini buggies.

You'll be tearing around insane tracks in settings ranging from lush jungle arenas and miniature gardens to subterranean grottos and sun-soaked beaches. Each buggy has different handling characteristics, but they all tear about in radio-controlled fashion, with instant cornering and immediate breaking.

Don't be fooled into thinking that this is a light-hearted affair from Gremlin, they've included 15 tracks for you to hare around, and there'll be hidden bonuses, secret special machines and plenty of shortcuts and secret routes for you to discover and learn.

If you're up for a bit of garden hopping race action, then keep your eyes open for this one. It could just be the arcade speed thrill with a difference that you've been waiting for.

Game Title

Buggy

Software House

Gremlin

Release Date

February

Newman-Haas Racing

Hot on the heels of F1 '97 comes another great looking racer from the same software house. We can't wait!

BOTH THE QUANTITY AND GENERAL pedigree of PlayStation racing games has shot up dramatically over the past 12 months. Virtually every developer has had a crack and it's perfectly fair to say that not all have been anywhere near up to scratch.

However, there has been the odd glimmering jewel. Psygnosis have been extremely successful with their Formula One game which now boasts its spectacular sequel. And it's due to the quality and success of F1 that the world is so eagerly awaiting the arrival of their latest serious racing title – Newman-Haas Racing.

Based on the most successful IndyCar Racing team in the world, Newman-Haas features famous drivers like Michael Andretti and will come with all the precision we've come to expect from Psygnosis. F1 fans must be creaming themselves in anticipation.

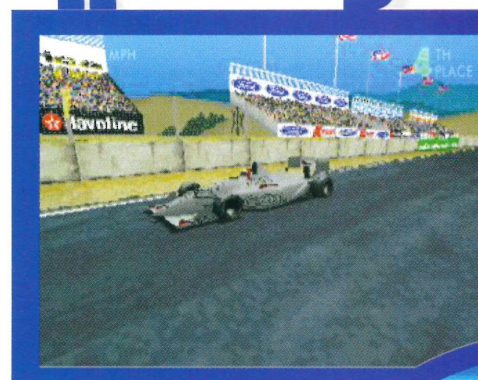
If you're one of those, and who could blame you really, who have never been quite sure what IndyCar is exactly, it might jog your memory to mention it was the sport that Nigel Mansell converted to after winning the F1 World Championship. If that still doesn't help, suffice to say that it's like an American version of Formula One, same kind of cars, same kind of speed. So now you know.

Altogether there are 15 different tracks including some nice exotic ones like Surfers Paradise on the Gold Coast of Australia as well as the more easily recognised concrete oval tracks that the Yanks seem to like hammering round a lot. Oh and Toronto's in there as well.

16 professional IndyCar drivers will all be included in so you can be sure the opposition will be top notch. In addition there'll be extensive set-up options enabling you to tailor everything to suit your requirements.

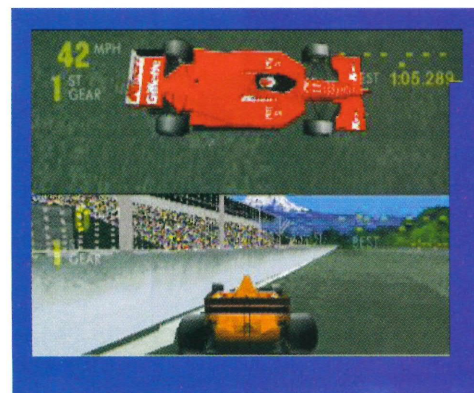
Graphically, Psygnosis have gone to town on this title. Newman-Haas will feature several nice touches such as motion-captured pit-crews, although how exciting this will turn out to be is anybody's guess. Motion-captured wheel changing might well excite the odd anorak out there, but we'll reserve judgement thank you very much!

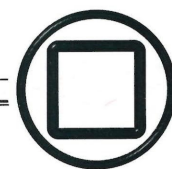
However, it is looking very good and we can't wait to get our hands on the review copy soon!



We can expect a myriad of options in Newman-Haas in the same way that we can choose to do just about any tweaking we like in Formula One '97. Arcade mode will also dispense with the need to mess about with gear ratios too for those of us who simply can't be bothered

Newman-Haas have been one of the most successful IndyCar racing teams in recent times and much of this success can be attributed to their star drivers like Christian Fittipaldi and Michael Andretti. Who says motor racing is just about the car?



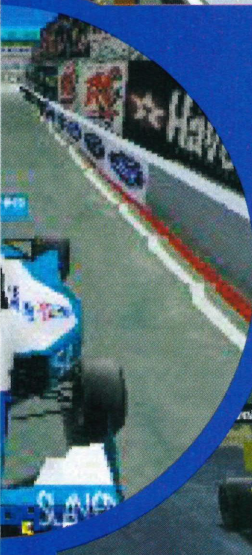
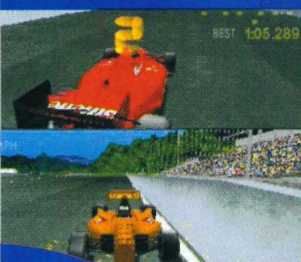


If you were being ultra cynical you might say that we've seen the best that PlayStation racing games have to offer us already, but with Psygnosis' track record (no pun intended) and their stunning F1 '97 game that's still wowing PlayStation gamers, this look as though it might be something special

Now you might remember another racing game featuring the endorsement of Michael Andretti so it may come as a surprise to see his name in another game. Well Psygnosis have managed to swipe his endorsement despite his deal with Electronic Arts and apparently they're not best pleased



6 MICHAEL ANDRETTI



The big question is whether 1998 will see a decrease in the huge quantity of racing games being released that threatened to drown the PlayStation in '97. Hopefully, everybody will have got their money-making rubbish out of the way by now so people can concentrate on being able to buy the best racing games imaginable



Game Title
Newman-Haas
Software House
Psygnosis
Release Date
March

Snow Racer

Instead of cars we're now getting a flood of mountain racing games. Enter Ocean's frosty challenge into the fray

FOR THE LAST FEW ISSUES all we've had to review at PlayStation Pro have been bloody driving games. We haven't been able to move for the bloody things. This month though it's all changed because all we have to look at are winter/snowboard games.

Now there's no denying that snowboarding is about as cool as it gets at the moment. If you haven't been seen falling down the side of a large French hill under the pretence of doing it deliberately, then frankly you're a nobody.

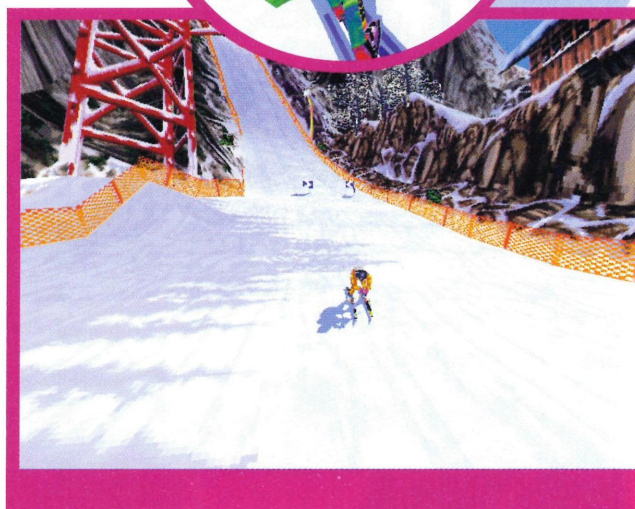
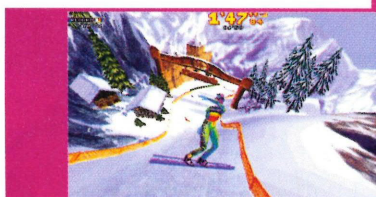
And if you have actually been snowboarding then chances are that the very first person you saw, was a doctor. Anyway, no surprise really that Ocean has entered the 'cool' stakes and is set to publish Snow Racer (don't you dare ask what it is!) from French developer Power & Magic.

Featuring both snowboarding and the more traditional foppy Sloane Ranger sport of skiing, Snow Racer (at this stage at least), is promising us great things. Unless you're blind and reading the Braille edition of PlayStation Pro, you'll be able to make a snap judgement of just how good things are looking from the screenshots on these very pages.

But, underneath the graphical bonnet you'll find an engine that makes Snow Racer fairly, er... race along, er... on snow. The scenery powers past you in an effort to generate that true feeling of speed that the original Cool Boarders sorely missed and it's in the essence of this speed that Power & Magic have tried to recreate one of the great arcade classics – Alpine Racer.

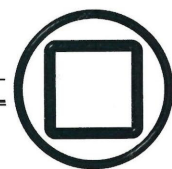
We're going to be taking a closer look at Snow Racer in next month's issue when our quaint little office might also be hidden under a layer of the white fluffy stuff.

All of the characters in Snow Racer have been carefully designed to give them their own characteristics and plus and minus points. As far as the art goes, they all look as though they've stepped straight out of a comic book and it has to be said that they fit into the game very well



None of the courses in Snow Racer are accurately modelled on real geographic locations, but instead of being a minus point, this has allowed the programmers the latitude to build up some extremely fast and exciting courses with obstacles aplenty and hazards around every corner





Formed in 1995 by a guy called Marc Djan, the former general manager of Ocean France, Power & Magic now have a research and development team of 20 people. Many of these bright sparks have lots of experience in the industry on top selling titles like Mr Nutz and Fade To Black



Snow Racer has been on the licencing bandwagon and now contains the rights to all the latest, officially endorsed ski and board equipment. All of these are in the game, complete with logos, so if you're a proper snow-head then this is going to make you feel even happier



If all this snowboarding is a little too anarchic for you then you can try the more gentlemanly sport of skiing. Snow Racer features both Downhill and Slalom courses so you can tuck yourself up and speed along with a grace you seldom see from the oils on snowboards with their loud grunge and techno music

Game Title

Snow Racer

Software House

Ocean

Release Date

February

Theme Hospital

*Experience all of the headaches,
and strains that go with high
powered management and
medical madness. Ooh matron!*

BULLFROG'S LATEST TASTE OF VIRTUAL management takes you out of the theme park and into the challenging world of a first-rate medical facility, or at least that's the idea if you've got what it takes to cut the mustard in the high powered world of Theme Hospital.

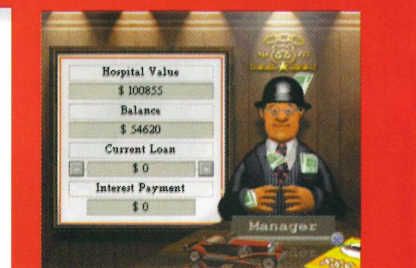
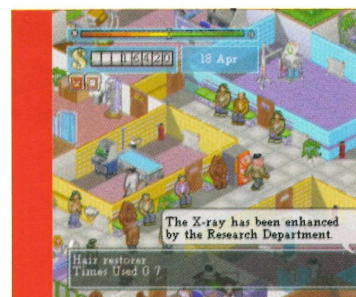
Already a hit on the PC, the successor to Theme Park carries on the tradition of combining business and humour as you get to grips with the peaks and pitfalls of building and maintaining a successful hospital.

Cast in the role of administrator it'll be your job to take a health centre and construct it from the bare bones upwards, always conscious of the fact that it must be effective in providing healthcare for the strangely sickly population. As with Theme Hospital's predecessor, it's an involving affair in which consideration must be given to every detail from buying furniture and office plants, to keeping the staff working with a smile.

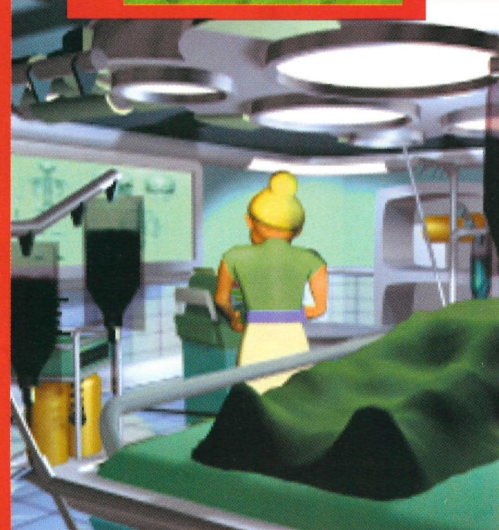
Financial success is the name of the game, and this is the key to attracting the best staff and luring hordes of patients through the doors, some awaiting cures for incredibly rare illnesses including: Hairytis disease (the uncontrollable growth of body hair caused by over exposure to the moon), Bloaty Head (an inflated noggin caused by sniffing cheese and drinking unpurified rainwater) and King's complex (the uncontrollable desire to wear suede shoes and eat cheeseburgers). Each of these bizarre illnesses does have a cure, but it's up to the hospital's top man to pump money into research to discover how to put them right.

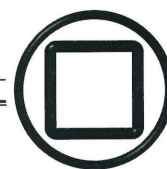
It's not all about curing illnesses though, in your role as manager you'll also have to be on the look-out for suitable medical staff and, as always, a couple of handyman will be required to keep everything looking spick and span.

It is definitely a case of balancing the books and the bedpans when Theme Hospital hits the PlayStation in March and Bullfrog are hoping that it will be a welcome shot in the arm for PlayStation owners.



There are some great little moments in Theme Hospital that'll have you wetting your pants. Watch out for the staff who really do want to play doctors and nurses with each other, or set up some toilets and wait for a constipated patient to take a seat, then listen to them straining whilst sat on the bowl. You can't beat traditional English toilet humour! As with all Bullfrog games the attention to detail is superb, with the player in control of over 1,000 different characters that fully interact with each other

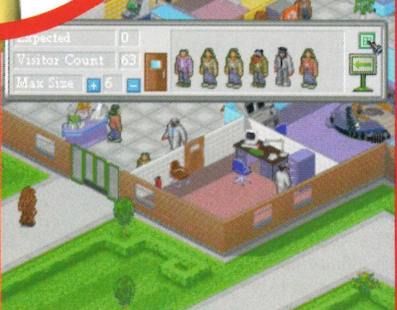
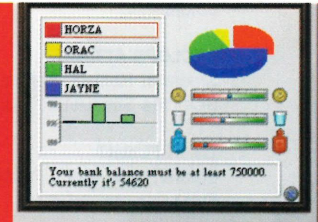




After building up your first hospital from nothing, you'll have to compete in the hospitals' league table, which will show just how well run your establishment really is. Do well and you could see yourself in line for a promotion or an offer from a more prestigious establishment. How long will it be before that Heli-pad gets used? Well, that's up to you



Staff management was one of the keys of Theme Park and the same is true of this sequel. Certain staff are specialists in particular fields, and since it's no use hiring a psychologist to run the GP's office, you'll have to pay attention to the staff information screen. Also be aware of the fact that some of the applicants are no good lazy medics looking for a free ride

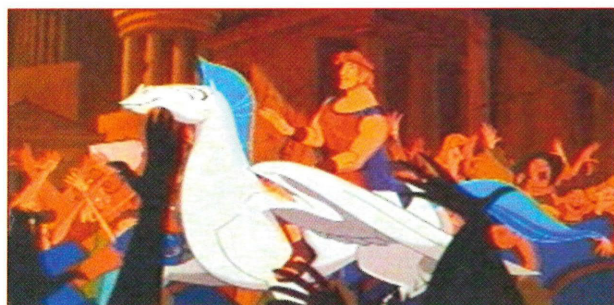


Game Title
Theme Hospital
 Software House
Electronic Arts
 Release Date
March

He who cheats wins

As long as there are cheatin' little buggers like you out there the cheats emporium will continue to swell with the latest game's hints and tips. And there's a vast array this month for your deceitful titillation

Hints & Tips



HERCULES

Level Passwords

THE HERO'S GAUNTLET

Serpent, Medusa, Coin, Medusa

CENTAUR'S FOREST

Centaur, Hercules Silhouette, Minotaur, Archer

THE BIG OLIVE

Centaur, Coin, Serpent, Hercules Silhouette

HYDRA CANYON

Coin, Gladiator Helmet, Coin, Soldier

CYCLOPS ATTACK

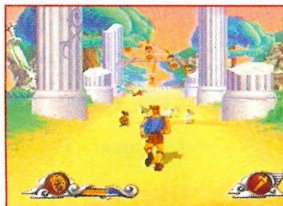
Gladiator Helmet, Pegasus, Hercules Silhouette, Archer

TITAN FLIGHT

Soldier, Coin, Coin, Thunder Bolt

PASSAGEWAY OF ETERNAL TORMENT

Medusa, Soldier, Centaur, Pegasus



VORTEX OF SOULS

Soldier, Lightning Bolt, Soldier, Centaur

END

Pegasus, Soldier, Centaur, Soldier

FROGGER

Unlimited Lives

Pause the game and press:
➡ ■ ▲ ■ ▲ X

Level Select

Pause the game and press ➡
■ ▲ ■ ▲ R1, L1, R1, L1, ●

NIGHTMARE CREATURES

Various Cheats

Enter this code at the password screen when you start the game and you will have the following options:
Unlimited Hearts, Power Ups/Weapons, Level Select, Play as a Monster!
← ↑ ▲ ↓ ● ■ ▲ ↓

BUSHIDO BLADE



Access Katze:

If you beat Slash mode without

dying once you can access Katze (The gun toting mini-boss) in Versus mode.

Get to the bosses:

In order to skip all of the normal characters and go straight to the sub-bosses you must: First, cripple your first opponent so that he/she cannot walk. Then run to the manhole that you would normally jump down after defeating the last normal opponent. By doing this you should be able to skip through about 3 or 4 fights.

NOTE: Rumour has it that if you do the above and beat all the bosses without continuing, you get to see your character's secret ending!!

TOMB RAIDER

Invincibility

Pause the game by pressing start or enter the inventory by pressing select. Then tap:
▲ ■ R1 L2 ● ■

GRAND THEFT AUTO

Enter your name as:

GROOVY – All weapons
WEYHEY – 9999990 points
BLOWME – Coordinates
EATTHIS – Wanted level max
FECK – Liberty city 1 and 2
TVTAN – San Andreas and Lib city Parts 1 and 2
URGE – All cities parts 1 and 2 except Vice city only part 1
CAPRICE – All cities Parts 1 and 2
CHUFF – No police
TURF – All cities
MADEMAN – All cities and weapons
THESHIT – All cities, all weapons infinite and 99 lives
BSTARD – Access to all maps, lots of money, and all weapons
■ ▲ ● X X ● ▲ ■ –
Invincibility

ALIEN TRILOGY

Enter **GOLVLxx**, where xx corresponds to the number of the desired level, as a password. "Cheat Activated" will appear after the "Accept" option is selected to confirm correct code entry. Select the "Quit" option and start the game with just the pistol. Note that starting at level 34 will display the end sequence of the game.

Enter: **1GOTP1NK8CIBD00 TSON** as a password.

All weapons, unlimited ammunition, invincibility, and access to every level will God mode be available.

NOTE: Saving the game to a memory card will only save weapons and ammunition. Pause the game and press:
▲ ● ● ■ to access the shotgun

CROC

Any Level

Select enter and press:
↑ ← ↓ → ← → → ↑ ↑
→ → → → → ↑

Start at the final

Enter: ← ← ← ↓ → → ←
← ↓ → ↓ ← ↑ →

to access the hidden island 5-B with all secrets.

ABE'S ODDYSSEY



Cheat Codes

To enter either of the two codes on the next page, highlight Options in the Main



Menu, hold **R1** and press:

Level Select
 ↓ → ← → ■ ● ■
 ▲ ● ■ → ←

Watch All Movies
 ↑ ← → ■ ● ▲ ■
 → ← ↑ →

COOL BOARDERS 2



All Tracks

In the Mode Select screen access in this order, SBC, Onemake, Freeride, Options, Boardpark, Halfpipe, Freeride in 4 secs and press ●

When the player select screen appears hold **L1, L2, R1, R2** and press ●

Clothes Cheat

To access the cheat that replaces the clothes that Cindy and Irin wear, highlight SBC on the Main Menu and press:

↓ **R1** UP **R1** ↓ **R2** ↑ **R2**
 ↑ ↑ **R1** ↓ ↓ **R2**

This cheat works in every mode excluding SBC. To confirm this cheat works, press **R1** or **R2** to hear a chant.

Hard Competition Code

Hold **L1** and press **X**

Mirror Track

First complete SBC and then select Options and press SELECT on the 2nd controller and then press **R1** and ■ at the Mode Select screen.

CRASH BANDICOOT 2

Boss Stages

To activate this cheat enter the platform in the middle of each level stage select and hold **L1, R1, L2, R2, ▲**
 Press ↑ or ↓ to activate the next or final Boss Stage.

Extra Lives

To get an extra 10 lives jump on the polar bear when in the 2nd Warp Room (in front of the level – Bear It).

FINAL FANTASY VII

CHOCOBOS RACE

For extra speed in the race hold **L1, L2, R1, R2**.



STAMINA CHEAT

Hold **R1** and **R2** during a race and your stamina will increase.

LOADSA ITEMS CHEAT

To gain access to loads of items you'll first need the W-item materia (see booklet from last month's issue). Now get into a fight with a naff opponent but don't attack him. Instead open the window for W-item and select the item you wish to duplicate. Select a character and give the item to that character. Now for the second item select a different item and press select, but this time don't chose a character to give it to, instead press cancel (the X button) and your first item will increase by one. Press select again and then press cancel to keep increasing your horde to the max of 99.

THE EMERALD WEAPON

Get the underwater materia from the Kalm Town trader. Get the guide book by going to the underwater reactor (Junon), morph a character called 'Ghost Ship.' Return to Kalm Town and trade for the underwater materia, (so the timer won't run out underwater). Equip Knights of the Round and Phoenix paired with Final Attack on your strongest character. Also equip W-Summon. Put Mime on each of the other two. Attack with the Double Knights of the Round. Then let a character mime it. The Emerald Weapon will counter attack you with its 9999 draining hp attack. This will most likely kill you but since Phoenix is equipped with Final Attack, everyone will be brought back to life with full energy. Repeat the Knights

attack combo. Your victory will reward you with the Earth Harp.

THE RUBY WEAPON

Use the same strategy as when you fought the Emerald weapon, but because the Ruby Weapon drains two characters into the sand randomly, so put all the above Materias on one character. Kill the two members without the materia before you enter the battle so Ruby weapon won't drain your main man into the sand. You'll win the Desert Rose.

FORMULA ONE '97

Cheat Codes

Enter the following drivers names to activate the appropriate cheats:

BILLY BONUS

extra tracks (including black & white 1960s track)

BOX CHATTER

gibberish commentary

CATS DOGS

frogs drop out of the sky instead of raindrops!

LITTLE WHEELZ

Huge wheels

OEAN ALESI

jump to Round 16 in the Championship

PI MAN

WipEout 2097 mode

SWAP SHOP

drum 'n' bass sound effects

TOO EASY

all tracks have the easy setting

VIRTUALLY VIRTUAL

VR mode

ZOOM LENSE

helicopter view mode

G-POLICE

Cheat Codes

For all weapons and unlimited ammo hold **L1, L2, R1, R2, ●** ▲ ■ ← at the weapons loadout screen after the mission briefing. A sound will confirm the correct code.
NOTE: you cannot progress further into the mission once this code has been activated.

Secret Missions

Enter **PANTALON** in the password screen and the word 'cheat' will appear in the lower left hand corner to confirm correct entry. You can then access the six secret missions including driving a car and controlling a combat droid...



Level Passwords

- 1 **MADGAV**
- 2 **DOLMAN**
- 3 **SONAGAV**
- 4 **ACEDUF**
- 5 **JOJOGUN**
- 6 **WENSKI**
- 7 **SAEGGY**
- 8 **MAZMAN**
- 9 **DAZMAN**
- 10 **DELUCS**
- 11 **ANDOOOO**
- 12 **KIMBCHS**
- 13 **ANDYMAC**
- 14 **YERMAN**
- 15 **OLLIEB**
- 16 **THEYOLK**
- 17 **TONYMASH**
- 18 **ANDYCROW**
- 19 **BIONIC**
- 20 **TSLATER**
- 21 **IAINTHOD**
- 22 **JONRITZ**
- 23 **CLAIREC**
- 24 **STVEBOT**
- 25 **ANGUSF**
- 26 **EUANLEC**
- 27 **EDFIRE**
- 28 **STUBOMB**
- 29 **THONBOY**
- 30 **JIMMAC**
- 31 **PUGGER**
- 32 **ROSSCO**
- 33 **CAKEBOY**
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HE WHO CHEATS WINS IS
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MDK Walkthrough

Kurt Hectic has hit the PlayStation and all of a sudden everyone wants to be a conehead! But don't do sharpening your barnet just yet, you'll find our guide much less painful!

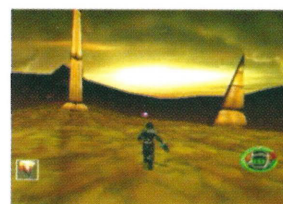
Part One



WORLD 1

ARENA 1: After landing in this arena, turn around and collect the "most cowardly power-up" to receive a health boost. Run up the corridor and kill the waving guard with your chain gun, then wait for the next two guards and kill them both. Collect the "world's smallest nuclear bomb" from the left side of the arena and use it to blow up the atomic lock on the exit door.

ARENA 2: After entering this arena, enter sniper mode and zoom in on one of the parapets of the distant tower. Wait till he is holding the target over his face then shoot it to perform a "head shot". Repeat this for the next two guards who appear on the tower, then wait for the exploding crate to drop down and come to rest. Shoot this to blow up the tower and kill the three shielded guards, and then exit sniper mode. Collect the grenade which drops down into the arena then throw it at the red, glass wall (making sure to stand quite far back when you throw it). Now, stand on the top step in front of the pedestal and jump and float with your ribbon chutes to collect the next mortar pick-up. Standing either on the pedestal or on the floor, enter sniper mode and target the black hole above the centre glass wall.



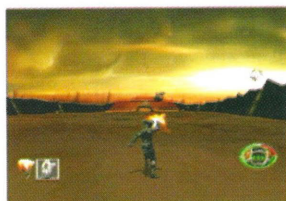
Fire a mortar in to the hole and this will blow open the glass. Run into the room and destroy the guard generator in the centre of the room. Use sniper mode to kill the three guards with giant targets, by using the head shot technique, then collect the dummy decoy pick-up from behind the glass columns. Jump on to the lowest of the platforms and use the rest to reach the exit door.

ARENA 3: Stop after entering this arena and use sniper mode to zoom in on the distant building. Target the area just above the closed door, and you will see three of the exploding crates. Shoot any of them to blow up the structure and open the door. Now run across to the building's entrance, avoiding the guards and the tank as you go. Once inside the building, keep shooting the guard generator till it blows up to reveal the exit hole.

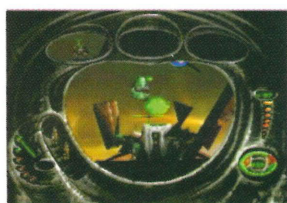
ARENA 4: Once in the subway station, destroy the guard generator to your left, then jump across the track and take out the one hidden in the alcove on the right. Collect the grenades and then come back down to the train. Cross over to the other side through the train and approach the large door. When the tank emerges, throw the grenades at it repeatedly till it blows up. Run into the tank's room to find the exit.



ARENA 5: Kill the guard at the start of this arena, then shoot at the console to the right of him a couple of times. This will cause a ship to fly down and hover in front of you. Walk into the ship and you will enter bombing mode.



When in this state, you will be shown a view looking down at the arena with a targeting cross hair. The ship will fly you around the arena before dropping you back off at the starting point. While you are flying around, use the fire button to drop a series of bombs, positioning them with the cross hair. Destroy as many of the guards as possible, and also bomb the top of any buildings you may fly over to blow them open. When the ship has dropped you back at the beginning of the arena, move towards the building in the middle, entering the two on the right or left to collect pick-ups. When you get near enough to the last building, a tank will be flown down into the arena. A second ship will then appear above the building and hover for a few seconds. Zoom in with your sniper mode and target the exploding crate hanging beneath it. Shoot this to blow open the door and then enter it. Destroy the guard generator and a nuke pick-up will be revealed. Collect this and the turkey health power-up, and then exit the building. Run around to the rear of the structure and you will see the exit door in the far wall at the



back of the arena. Use the nuke to open the atomic lock and then exit the arena.

ARENA 6: Follow the canyon passage in this arena to the right, be sure to take out the five flying guards before you get to the end, and then stand behind the last block on the right to shield yourself from the cannon. Throw the dummy decoy to the left, and then shoot at the cannon while it is distracted. If you have any grenades left, these will help you to destroy it faster. Once the cannon has been destroyed, jump up onto the block and enter sniper mode. Now, select mortars from your sniper weapon inventory, and fire a mortar into each of the four 'funnels.'

These lead down to the glass-fronted rooms and will blow up the four taunting guards. If you do not have any mortars, or you use them up trying, exit sniper mode and search the arena. There will always be a spare supply located somewhere in the level. After each guard has been destroyed, the entire structure will explode to leave a chasm in the floor. Destroy the two tanks which appear on the other side of the gap, then stand at the highest point on your side of the chasm. From this position jump and float across to the lowest point on the other side. If you are lucky, Kurt will grab hold of the edge and pull himself up. Follow this section of the canyon and collect a most cowardly power-up to restore your health level. Return to the edge of the chasm and drop down using your ribbon chutes to the bottom and the exit.

ARENA 7: Jump off the glass platform at the start of this arena, and float down to the floor, avoiding the spikes. Use grenades to blow up the target dome in the centre of the room to reveal an air-vent. If you do not have any grenades, wait and a supply will drop down to you. Jump on to the air-vent and you will float up with your ribbon chutes. When you reach the top of the air current, turn around till you are facing a long glass platform sticking out from a wall. Land on this and use the other glass platforms to work your way up to the top of

the room. At the very top, collect the pick-ups and then leave through the exit.

ARENA 8: Follow the passageway round to the left and shoot the alert droid till it opens. Walk into the droid, then drive it back down the passage and around to the door which leads in to the corridor filled with sentries. Now, while inside the alert droid, you can drive between them with trouble. Once you get to the end of the corridor, avoid the very big guard and jump past him to enter the room beyond. Collect the 'world's most interesting bomb,' and throw it into the centre of the room. When all of the enemies have crowded round it, press enter to detonate it, remember to stand well back! If any of the sentries survive, take them out with your chain gun till they have all been destroyed. Leave the corridor and collect the nuke pick-up which drops down to the left of the entrance door, and use it to blow the atomic lock off the exit door.

ARENA 9: After floating up the



air-shaft, stand on the highest section of the arena and face the distant tower above the glass walls. Zoom in to the mine controller who is working in the tower and select sniper grenades from your sniper mode inventory. Target the controller's head and zoom in to the maximum on his face. Now shoot him and, if successful, you will kill him with one shot. If you miss, or if you do not have any sniper grenades in your inventory, you will have to try again. Keep shooting at him with normal bullets and a supply of sniper grenades will eventually drop down into the arena.

WORLD 2

ARENA 1: Wait for the sniper grenade that drops down into the rear of the arena, collect it then make your way slowly down the ramp to the next



room. When you can just see the floating guard, enter sniper mode and target the guard. Use a couple of sniper grenades in quick succession to destroy him, then exit sniper mode and shoot the alert droid. When he has been killed, the glass ceiling will break and allow the 'world's smallest nuclear bomb' to drop down into the arena. Pick this up and then throw it at the door with the atomic lock.

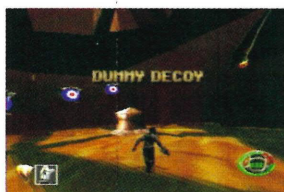
ARENA 2: At the start of this arena, turn to the right so that you are facing the incoming fire, then use side-step to move left into the arena. Dodge the gun blasts, and work your way across to the other side of the shooting range. If you fall into the trench that runs in front of the range, then run back to the left-hand side of the arena and climb up onto the block to reach the platform.

ARENA 3: Walk up to the top of the ramp in the centre of this arena, and wait for the mortar pick-up to drop down. Collect this and turn to face the large glass wall. Enter sniper mode, and target the rectangular hole with the chevron edges. Select the mortar from your sniper inventory, and fire one through the hole.

The mortar will drop down to the guards and cause the floor to crack when it explodes. A nuke pick-up will then fly out of the hole and float down in front of the ramp. Collect this and throw it at the atomic lock to open the exit door.

ARENA 4: Walk up to the edge of the glass floor, then enter sniper mode and target the Grunt foreman. Use mortars to kill him, then take out the two warhead carrying Grunts to detonate the missile stockpile and open up the floor. Drop down to the floor and then jump into the hole to reach the next arena.

ARENA 5: From your starting position in this arena, use your chain gun to kill the first guard, then enter sniper mode and



zoom in on the second guard hiding behind one of the far cannons. Use a head shot to kill him quickly, then walk down to the middle cannon with the turkey health power-up floating on top. Jump up on to the barrel to collect the power-up and then face down the length of the barrel. Fire repeatedly with your chain gun at the distant shooting range, and you will cause the cannon to recoil back and through the window behind the line of cannons.

ARENA 6: Once the cannon has blown up, float down to one of the floating platforms with your ribbon chutes. Once you have landed, use the rest of the platforms to reach the exit door at the rear of the arena. Be careful to avoid the three cannons at the end of the room. They all fire in a repeating sequence, so watch them for a minute till you know when it will be safe to move. If you fall off while you're moving, there are two air-vents that can be used to reach the platforms. One is at the start of the arena, and the second is in the middle.

ARENA 7: Jump off the ledge at the start of this arena, then float down to the first of the floating platforms, where the leaping guard is waiting. As you float, shoot at him to make him jump out of the way. From this platform you will be able to attack the leaping guard without being hit by the pendulum (if you move on to any other platform, the pendulum will then be able to strike you). From this position, enter sniper mode and try to use the head shot technique to kill the leaping guard. Several shots will be required to destroy him. If successful, a ramp will appear leading to the exit door. Jump across to this using the platforms, being careful to dodge the pendulum as it swings.

ARENA 8: Destroy all of the enemies in this arena and

collect any of the power-ups that drop down. After a certain number of kills – it changes each game – a 'world's smallest nuclear bomb' will drop down somewhere into the maze of blocks. Collect it and move round to the back of the arena, behind the gigantic white tower. Kill the sentry and the two alert droids, then throw the nuke onto the ground in front of the atomic lock. This will blow open the door and allow you to float up the inside of the tower to the exit door.

ARENA 9: After landing in this arena, walk round to the guard's sky sled landing bay and wait for one of the sky sleds to land. Jump on to the sled as the two guards jump off and turn round to face them. Shoot both of them with your chain gun till they have been destroyed. This will then activate the sky sled, which will take off and fly around some battle arenas, where the guards are practising their skills, before flying into the mine controllers tower. Once the sled has stopped, it will drop you to the floor and allow you to enter the last arena. For a bonus health power-up, wait at the sky sled landing bay and run into the left rear corner when it is empty. If you do this correctly, you will be teleported to one of the battle arenas. Wait for a moment, and one of the sky sleds will drop off the most cowardly power-up. Collect this and then walk into the centre of the battle arena. This will teleport you back to the landing bay.

ARENA 10: Follow the passageway up into the arena, then climb the ramp to your right to reach the upper platform and collect a further health power-up. From this position, face the window on the other side of the room and enter sniper mode. Zoom in on the small alien and shoot once to break the glass. Now zoom in further and shoot repeatedly at the mine controller till he seals the window. For a bonus shot, try to target his nose and eyes! Once the window has closed, exit sniper mode and wait for the controller to reappear in his glass ship. Shoot the ship repeatedly as it flies around



the arena till it explodes. The controller will drop to the floor and run to each of the three doors in the arena to release a guard. As he runs, shoot him with the chain gun till his health bar is depleted. The mine crawler will self-destruct and carry you back into orbit.

WORLD 3

ARENA 1: From the starting ledge, enter sniper mode and zoom in on the two sentry guns at the end of the arena. Destroy both of them and then exit sniper mode. Use the chain gun to kill the flying guard as it moves towards you, then float down into the arena. Take out the first set of guards with the chain gun, then position yourself in the centre of the arena and use sniper mode to zoom in on the two door stops that are holding the large door shut in the distance. Shoot both of these off and the door will crash down and destroy the sentry. Stay in sniper mode and head shoot the two suicide guards who come running out. Next, find the ramp on the right-hand side of the room and follow it up and jump across to the upper platform.



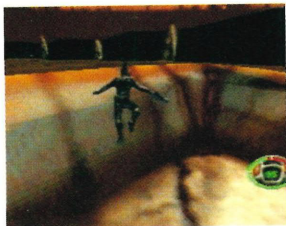
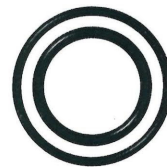
Kill the leaping guard which is standing there, and then climb onto the sloping platform on your left. Follow this up and jump over to the platform with the super chain gun pick-up. Collect this and then jump and float across to the other side of the arena to collect the Bones' air-strike pick-up. Drop back down to the arena floor and exit the level by the open doorway, killing any surviving guards in the arena.

ARENA 2: Stand in the entrance to this arena and use

sniper mode to kill both of the sentry guns. Exit sniper mode and use your chain gun to destroy the guards to the left and right of the entrance. Run in to the two alcoves behind the guards and collect the two pick-ups; homing sniper bullets and a dummy decoy. Drop down into the drained pool and collect the super chain gun. Climb back out of the pool and kill all of the guards who have dropped in to the arena. Once these have been destroyed, walk behind the diving board to find the pool annex. Kill all of the guards in here and collect the apple health power-up. Wait for the two flying drones and the sky sled riding guard to break into the room through the window, and then kill the two drones. Throw the dummy decoy back towards the pool area to distract the guard on the sky sled and then enter sniper mode (making sure you are in a position to shoot his head. Zoom in on his face and perform a head shot to cause the sky sled to drop to the floor. Exit sniper mode and jump on to the sled to collect the 'world's most interesting bomb from the top of the room. Drop down the shaft to exit the arena.

ARENA 3: Kill both of the sentry guns at the start of this arena, then enter the glass tunnel. Use a homing sniper bullet to head shot the guard at the end of the tunnel and to break it open. Float down into the room and make your way to the room at the rear of the arena. Collect the twister pick-up and then use your chain gun to shoot each of the three guard containers till they break. When the last one is destroyed, the pipe leading back into the main room will turn green and shatter. Come back out the way you came and jump on to the platform in the centre of the arena.

ARENA 4: Collect all of the pick-ups in this tiny room and then shoot repeatedly at the wall with your chain till the room breaks and reveals the arena outside. Use your grenades to blow up the seven guard generators in this room, at the same time taking out any guards. If the room gets crowded, use



the twister pick-up to destroy the guards. Finally, kill the sentry at the exit to unlock the door which leads to the arena.

ARENA 5: Walk to the edge of the platform which looks down into this arena, and then use sniper mode to shoot the two sentry guns in each corner of the room.

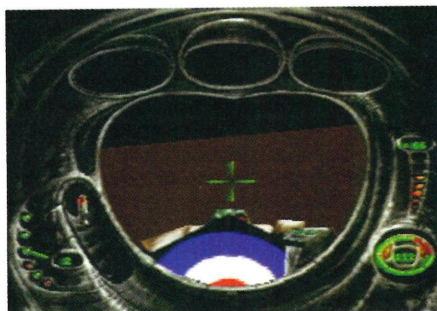
Next, jump onto the blue triangular platform to your right, and enter sniper mode again. Target the blue exit in the top right of the arena and wait for the floating sentry to appear. Now shoot him till he's destroyed – a good tip here is to use sniper grenades. Drop down to the floor and collect the most cowardly power-up. Watch out for the leaping guards in this room. Try to jump in to the blue cave on the left hand side of the room and then pick them off from here. Once they have been killed, jump up to the left red cave and follow the red passageway up to the green platform. Destroy the guard generator and the alert droid, and then stand at the base of the arrow which points out into the arena.

Follow the arrow by jumping across to the yellow platform in the middle room, kill the two guards here and then use the platform to jump across to the blue exit. If you failed to destroy the floating sentry at



the start of this arena, then watch out when you jump into the exit!

ARENA 6: Stand at the top of the slope that leads down into this arena, and use sniper mode to zoom in and destroy the two sentry guards at the far



end of the arena.

Next, target the rotating gun pod and zoom in closer. Fire one shot at it to get its attention, then quickly shoot through its open front section to head shot the operator. Walk down the slope and kill all of the guards that jump down into the trench.

When you reach the end of the trench, jump into the air-current to be lifted to the upper levels of the arena. At the top, quickly move forwards and kill all of the guards that you can see at the top of the air-shaft.

Now, stand at the rear of the arena, so that you are facing the sentry and the Two guards at the other end. Enter sniper

mode and zoom in on the sentry. If you have a sniper grenade, use this to perform a one hit, head shot. If not, just use normal sniper bullets till it has been destroyed.

Remember you can side-step while still in sniper mode. Once the sentry has been killed, take out the two guards and then move up the trenches edge and collect the apple power-up at the end. As you move to collect it, four flying drones will fly down the length of the trench, followed by two guards on sky sleds. When they reach the end of the trench,

they will pause and turn around to fly back up. Zoom in on them when stationary and use the head shot technique to leave a sky sled floating in the air. Run back down to it and jump on. This will then fly you over to collect the thumper and

the health power-up.

Jump off the sled when it has stopped moving and exit through the door in the top left of the arena.

ARENA 7: After floating up the air-shaft, stand in front of the glass window and select the thumper from your inventory. Shoot the glass with your chain gun and then throw the thumper down into the arena. This will kill and damage some of the guards in the arena. Now jump down and finish the rest off with your chain gun. Note: If you did not collect the thumper from the previous arena, then you will have to kill the guards with just your chain gun and sniper gun.

Once all of the enemies in this arena have been destroyed, jump up onto the block in the middle of the floor. Once on top, turn around till you can see a dark hole in a wall, above another block. Jump across to this block then enter the hole.

Inside you will find a three-pointed object at the bottom of a slope, and a health power-up. Collect the power-up and then shoot repeatedly at the object to make it spin. Leave the room and the large door in the arena will now have opened. Walk through the now open door and collect the sweet

power-ups, but watch out for a lone suicide guard.

At the end of the corridor, you will find a large room with a strange alien structure guarded by two leaping guards. Kill both of the guards and then shoot at the front left side of the structure with your chain gun so that it sprays red fragments. Once this section has collapsed, destroy the opposite side in the same way. When both sections have been destroyed, shoot the now exposed inside of the structure to reveal the exit.

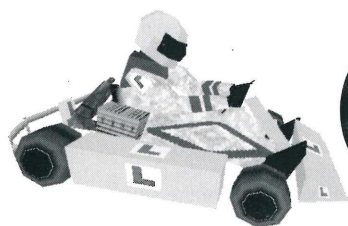
ARENA 8: Follow the passageway to the right till you reach the arena entrance, guarded by an alert droid. The right hand passageway is a dead-end, but does contain a health power-up. Destroy the alert droid, and then wait for the guard on a sky sled to fly in to the room. Use your chain gun to kill him and then jump onto the grounded sled. This will then take off and fly you around the arena. As you move, turn on the spot and use your chain gun to kill the flying drones as they attack you. The sky sled will eventually crash through the far wall of the arena and you will enter the last arena.

ARENA 9: Enter the arena, and collect the turkey health power-up hidden on the right-hand side of the room. Then, stand in front of the large wheel on the rear wall of the room. A wave of the alien dogs will roll out from the holes under the wheel and attack you. At the same time, the mine controller will start to rotate the wheel. Kill all of the alien dogs with your chain gun and then wait for the wheel to stop spinning. When it does, enter sniper mode and zoom in on the one of the four red domes that appear on the rim of the wheel. Shoot it off and then exit sniper mode. The remaining domes will then shoot once at you and disappear as the wheel starts to spin again. Repeat this process for the rest of the domes and when all of them have been destroyed, the mine controller will fall out of his room and explode.

**CHECK OUT NEXT MONTH'S
ISSUE FOR THE FINAL PART OF
OUR MDK GUIDE...**



FORMULA KARTS: SPECIAL EDITION



As racing games go this is an oddity. The strategies involve hard accelerating and even harder braking. Slides and spins are the order of the day. So slap on your L-plates and burn rubber

Masters Guide

THE BASICS

PERIPHERALS

Formula Karts Special Edition can be played with a standard Controller, a neGcon or a (Gamester) steering wheel. Memory cards can also be used to save your settings, records and progress.

A controller is fine, but the neGcon and steering wheels allow much more accurate and controllable cornering.

THE COURSES

GERMANY

A hard, fast and close circuit to start off on. Watch the racing line and don't hack around too many of the tight corners as you'll lose your grip and watch the other karts destroy any hopes you had of a good finish.



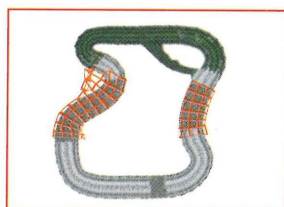
The course is unforgiving and one mistake can quite simply mean 8th place.

Sometimes slowing down and keeping your grip while blocking the racing line will keep you in contention, well, for the easy levels anyway.

FRANCE

The race has been brought to a higher altitude this time for some icy challenges. If you've opted for a serious 20 or 40 lap race don't be shy of the pits – they are short and fast.

The trickiest part of the course is the downhill S-bend



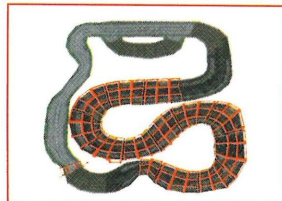
where your speed and line have to be carefully balanced.

Try hanging out to the right as you approach the bend and then hack down to clear the right hand apex of the corner. Try to clear the corner without hitting any of the barriers (unless you have chosen a kart with top acceleration as, in this case, you may gain more ground by lightly colliding with the left hand barrier), straightening yourself up and then accelerating past the other karts that have slowed down to maintain grip. When heading up to the finish, stick to the middle-right of the track to block the other karts.

AUSTRALIA

A chance to catch some sun on the long straights, but be sure to prepare your eyes as you shoot through the old abandoned mine with its winding tunnel and wide curves. The secret is aggression. Block on the corners as that's just what the other karts are going to do.

There are two theories for the sharp, wet corners in the tunnelled section; either take



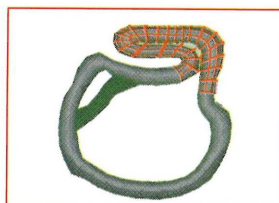
your time and hug the inside line or go wide and sling-shot right across the racing line.

The former method suits karts with better grip whilst the second style of racing is strictly for the hardcore drivers as it will either pay-off nicely or leave you slammed up against the wall by oncoming traffic.

HOLLAND

You may be fooled into relaxing on this scenic track through the heart of the Dutch countryside, but the other drivers will not be in the mood for sightseeing, so put your foot down and take care in the tunnel.

Hairpins, hairpins, so many hairpins. Germany, France and Australia were just an introduction to the art of cornering, but now your challenge will have really



begun. There are two hairpins in Holland, at first you took them too wide and had to sit back, wheel-spinning, while the other karts took their time and held their line.

Next you tried the tight turn and too many times found yourself staring into the concrete of the corner's apex. Now listen up: karting is about reckless speed, about driving a motorised sled that renders the driver exposed to the elements, sitting centimetres from the ground and with the opportunity to drive like a man possessed. Just do it! First hairpin:

approach it to the right and then cut across the apex keeping to the right.

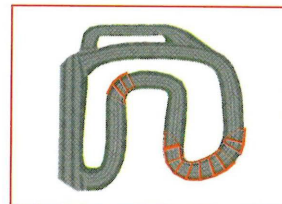
Use other karts as your brakes and block them by keeping just close enough to the walls so that they can't get by but they'll try. At the second hairpin keep that right-hand line and then take it as tight as you can. Going wide to sweep across it is a fine idea, but the more experienced karts will cut your racing line dead. You will have to slow down to hold your line on this second corner but you'll also hold your position in doing so.

ENGLAND

Unmistakable English countryside backed onto a six lane bypass make this a typically modern yet quaint track that will try to lull you into a false sense of ease until you are pushed off course by a passing challenger.

Three areas of concern: uphill left-hand hairpin, left-hand turn after humped-back bridge and the straight (and you didn't think you were going wrong there).

1: Left-hand uphill hairpin. Two



approaches; wide and fast or tight and slow. Whatever you do, don't be afraid to travel sideways and wipe out the Sunday drivers. If they're the way, slam them into the wall. 2: Left-hand turn after humped-back bridge: You've got to stick

like glue to this corner or you'll be taking an impromptu pit stop and be scraping your kart off the wall. Line is everything especially in the straight.

3: The Straight: Up until now you may have been spreading yourself out from the middle of the straight with the theory that you'll then sweep round the hairpin like cheese on a roll. Your theory is fine but your race is weak.

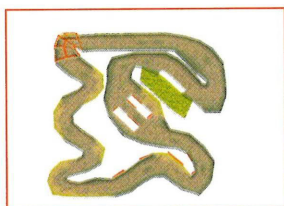
You must learn to feel the force, to control the beast within you and to stamp on the screaming heads of those below you. Like Parappa The Rapper you've gotta believe!

BRAZIL

This one's hot but don't remove your helmet or you might find out how hospitable a dive off a cliff can be.

Also keep a keen eye on your fuel – it's a long and winding track with more than a few deceiving turns.

Hug me, hug me, never let me go, you'll never have a trauma as long as I'm your corner. Brazil is a balancing act of speed, momentum, grip, obstructions and those blasted pits. Lesson One must be how to take the first corner after the long straight without going into the pits. Answer: stop thinking that karts have to go the way they are facing.

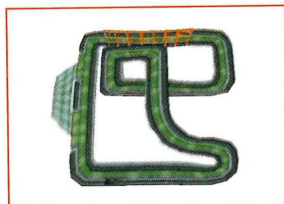


Burn down the straight and use markers (how about the pit lane signs?) to time when to put your right hand down and skate across the face of the corner. Letting up a bit on the power and then a quick right-left will get your grip back and you'll be ready to take on one of Brazil's finest karting Arway monuments.

Next the double S-bends: be ruthless, cut up corners, use barriers as brakes and enjoy the power of the slingshot you can create in every corner.

JAPAN

Don't let the bright lights dazzle you as you enter a hi-tech track with one heck of a



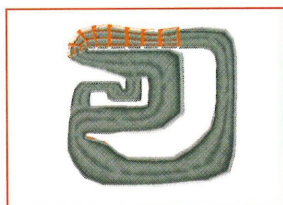
tight bend in the centre. Here is the place to prove who can really master those Karts.

Two areas of concern: the 'helter-skelter' climb and the hairpin before the straight. On the climb either keep tight and steady on your wheels, choosing your line to carefully block all attacks or power into the corner, whipping out your rear end (oohah, mother) and beating both the track and the other karts with your flagellum-like machine.

Now you really will have to control yourself if you want to hold your own across the finishing line and this can only be done by taking care. When approaching the final hairpin keep to the right and stay there. Be strong, give as good as you get and you'll make me proud. Remember, I know how it feels.

EGYPT

Set near one of the Wonders of the World, you will have to see how many eyes you can turn as you breeze through the narrow race lines that have been laid out for you in ancient Egypt. I like to think that the pits can become a superb shortcut if you get them 100% right. Hack



down the straight and hang your kart out so that you are travelling at right-angles to the track by the time you reach the right hand corner. If you have timed this just right (or just tried the corner a bit too late) you will be flying sideways into the pit and ready facing the chicane exit. Fly like an eagle into the oncoming traffic and by taking the pit route you'll be ready to take that vicious right into the tunnelled straight. C'est simple, non?

THE TEAMS

There are eight different teams to choose from in Formula Karts Special Edition, all of which have their own specific strengths and weaknesses. Their performance is rated by three factors, acceleration, top speed and grip. They are named after their main sponsors that are listed below:

NOISY ENGINES

A solid kart with many good features and quite a neat logo, but you'll have to be quite a hero to set the pace with this baby. Give it a go if you want to know how a Mini Cooper would compete with these karts.

Acceleration	*****
Top Speed	*****
Grip	****
Overall:	****

SPIT KARTS

Perhaps the secret gem of the squad. Not as nippy as the Cranky kart, but some would argue that it has a superior speed-to-weight ratio and is a better balanced machine.

Acceleration	*****
Top Speed	*****
Grip	*****
Overall:	*****

MANIC MEDIA

Check out the stats, race the machine and realise that the power of two Spitfire engines under a carbon-fibre and papier-mâché compound hood isn't such a bad idea after all. You may be last off the line, but you'll catch them on the straights and hold them off through the corners.

Acceleration	****
Top Speed	*****
Grip	*****
Overall:	*****

KARTING MAG.

Designed and maintained by the same Italian family for over 2 years, the



Karting Magazine team is a thoroughbred in kart racing. At one time the team remained undefeated for three months and this season their kart may set the standard on a good few of the race tracks and is currently a favourite for Germany. Whether it will survive in all conditions can only be left to the skill, bravery and racing-eye of the driver.

Acceleration	*****
Top Speed	*****
Grip	*****
Overall:	*****

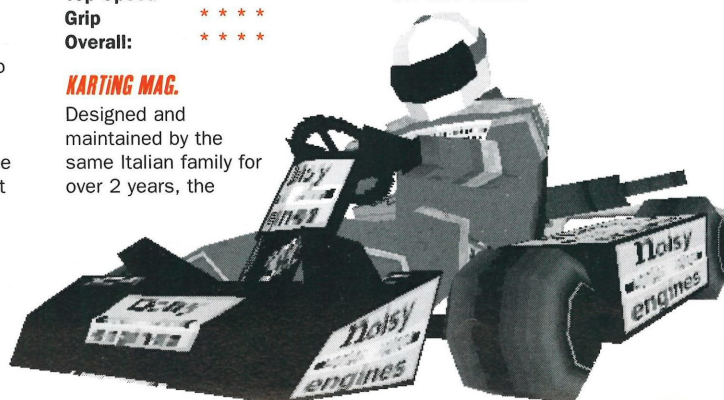
MELTDOWN

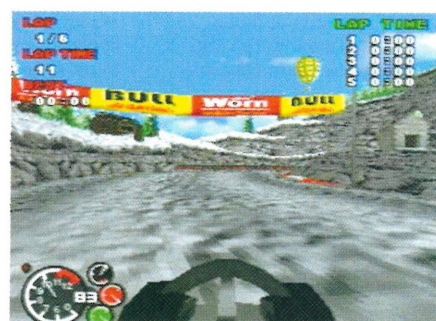
Rubbish. All round rubbish. A ride in this is like trying to compete in a dodgems car. Get out of it now and never try it again. No, seriously, it's rubbish. Hand over the controls to you Mum for a laugh, no, second thoughts, set-up the game and give it to your 'games animal' kid brother.

Acceleration	*****
Top Speed	*****
Grip	*
Overall:	**

WORN DRINKING

In theory this is the bad man's kart. No grip, no tax, no MOT. Just an oversized engine and no room on board for a brain. Get it together and this kart will provide the drive of a lifetime. You may not set records or even beat a soul, but you'll have fun trying to stick to the track and will pull off the sweetest moves in doing so. Get to it and see if you can do an entire lap without stopping the skid sound!





Acceleration *****
Top Speed *****
Grip *
Overall: **

BULL BEARINGS

Not a bad kart on paper, but if this kart were a cheese it would be a low fat Brie. I don't know about you but I prefer not to mix my food groups in abundance. Some people love it, makes them feel dynamic, energetic and smooth. I'd rather eat at home, though delivery pizza can be a contrary compromise and I dare say that my local pizza delivery company uses exact replicas of the Bull Kart.

Acceleration *****
Top Speed *****
Grip *****
Overall: **

CRANKY

Look at those stats. Feel the power, listen to her hum, stroke the tyres and say "I should see a doctor."
 A true workhorse of a kart; sticks to

the ground like shoes and covers it like a frenzied herd of sheep (really angry ones). Stick with Cranky and you'll see yourself on to the podium, whether you make it higher than third is up to ewe.

Acceleration *****
Top Speed *****
Grip *****
Overall: *****

Techniques

HANDLING

It is often hard for beginners to keep the kart on course when going around corners. This is caused by oversteering or by suddenly turning the steering wheel in the opposite direction. If you start to lose control of the kart, keep your head and slow down, gradually releasing the accelerate button.

TAKING CORNERS

When taking corners in everyday driving, it's normal to slow down at the start of a corner. But when racing, you should let your rear tyres slide outward, using centrifugal force to maximise your speed, while keeping your front tyres pointed towards the inside of the curve.

The kart won't follow the line of the curve exactly, but you'll be able to take it without losing much speed, and prevent the kart from drifting.

REDUCING SPEED

There are three different ways to reduce speed:

- 1) Use the brake
- 2) Release the accelerator
- 3) Turn the wheel

The best way to use each of these methods is outlined below:

- 1) Braking reduces speed quickly, so this is a good way to slow down when going into sharp corners.
- 2) Releasing the accelerator allows you to make fine adjustments to your speed, so

it's the most frequently used method of slowing down.

3) Turning the wheel reduces speed the least. It is a good technique for gentle curves.

Experiment with all of these techniques to improve your racing ability.

WANT MORE INFORMATION?

You can contact Telstar at:

Telstar Electronic Studios Ltd
62-64 Bridge Street
Walton on Thames
Surrey
KT12 1AP
Tel: 1932 22 22 32
Fax: 1932 25 27 02

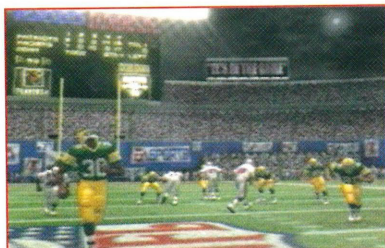
IT'S COMPETITION TIME !!!

The launch of Telstar's Formula Karts was celebrated in fine style in Paris at the Elf Masters Kart tournament at the end of November. The Formula One drivers old and new competed for the honours against some of the best karting champs. Jacques Villeneuve was the best known driver there and we have a signed copy of the game to give away. Not by him mind, but Britain's very own F1 driver Johnny Herbert. Not a bad prize for nowt you will agree. All you need to do to win this is answer this very simple question. Who is the current Formula One champion? Send your answers to Kart Compo at our usual address and this much fought after item could be winging its way to your home. How's about that then?





He who cheats wins... CONTINUED



MADDEN '98

Cheat Codes

To activate the extra teams cheat, hold **L1** and **L2** and press **X, X** whilst in the team selection screen. This will allow you to access the hidden teams by entering the corresponding name below in the create player menu:

ALOHA

NFC

COACH

All Time All Madden

GOLD RUSH

All 80s Team

LEADERS

All Time Leaders

LOIN CLOTH

Tiburon Team

LUAU

AFC

ORRS HEROES

EA Sports Team

PAC ATTACK

All 60s Team

STEELCURTAIN

All 70s Team

To access the secret stadiums, enter the following codes in the create player menu:

BIG SOMBRERO

Old Tampa Bay Stadium

DANDAMAN

Old Miami Dolphins Stadium

DAWGPOUND

Cleveland Browns Stadium

GHOST TOWN

Wild West (Texas)

JETSONS

Astrodome

OLDDC

RFK Stadium (Old Redskins Stadium)

SHARKSFIN

Tiburon Sports Complex

SNAKE

Old Oakland Stadium

NFL GAMEDAY '98

Cheat Codes

Enable the Easter Eggs function in the Options Menu (**L1+L2+R1+R2**) to allow you to enter the

following codes:

air attack

quarterback throws

more accurately

big foot

more powerful kicker

bettis

stronger runners

blind ref

fewer penalties

busy ref

more penalties

cpu defense

improved CPU defense

cpu offense

improved CPU offense

credits

view credits

crunchtime

hits sound louder

deep gray

tight coverage on the receivers

equal teams

this one is quite obvious!

fire drill

players move extremely fast

flea circus

smaller players

gd challenge

increased difficulty

gloves

receivers hold passes better

hatchet

more difficult to tackle runner

horsemen

players have no heads

humongous

larger players

jackhammer

harder hits

juice

faster runners

leech

improved DB coverage

look ma

players have no hands

loud mouth

loud announcer

mcmahon

every player has the same name

nyse

swim move is juiced

psychic

CPU knows all your moves

quiet crowd

quiet crowd!

rejection

defensive players jumper higher than usual

show off

dive and press 'jump' to roll and keep running

stretch

just try it and stand well back

thin air

kicks go higher

toast

poorer pass coverage

virtual polygons

players take on a flat

appearance

watery ai

poor AI

NHL '98

Cheat Codes

3RD

Selects the teams 3rd jersey's if they have any

BIGBIG

Huge players

BRAINY

All players have huge heads

EAEAO

Enables the EA Blades team

FREEEA

Adds the game developers to the free agents list

NHLKIDS

Turns players into small players (i.e. kids!)

PLAYTIME

Tiny players with normal heads and large goalies with large heads

STANLEY

View the Stanley Cup final video

Super Players:

To get super players create a player and enter any of the names from the credits list in the back of the instruction manual.

PANDEMONIUM 2

Extra Lives

For an extra 31 lives enter **IMMORTAL**



Toca Touring Cars

Cheat Codes

Enter the following codes as your name to enable the following cheats:

Access All Cars

CMGARAGE

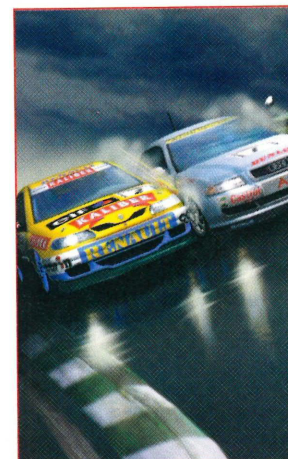
Cartoon Background

CMTOON

Disco Fog

CMDISCO

Film Camera View



CMFOLLOW

Go-Kart View

CMCHUN

Helicopter View

CMCOPTER

Low Gravity

CMLOGRAV

No Collision Detection

CMNOHITS

Pink American Beast?

FLEX

Rains Upwards

CMRAINUP

Overhead View

CMMICRO

Starry Skyline

CMSTARS

Turbo Speed

XBOOSTME

TOMB RAIDER 2

Blow Up Lara

Take one step forward, take one step back. Spin right three times (i.e. 360 degrees x 3). Jump forward or do a backflip.

Level Skip

Step left, step right, step left, step back, step forward, spin three times, forwards twist flip.

Weapon Cheat

Step left, step right, step left, step back, step forward, spin three times, backwards twist flip.

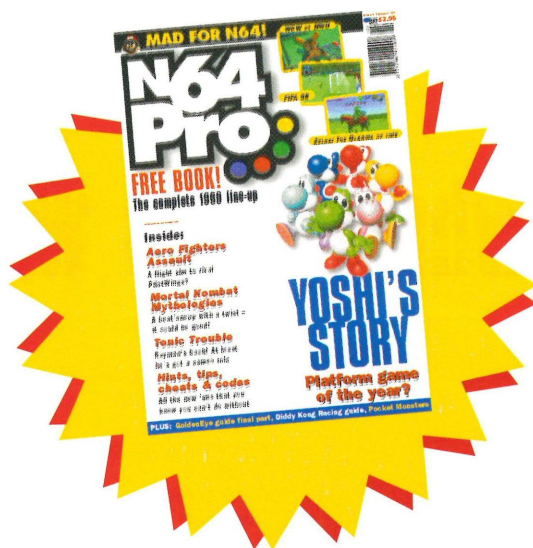
Tips

Level 2 - When you have the speedboat, press **X** for a burst of speed.

On the level after Venice (Artolls Hideout), you will find an Uzi behind the wall where the detenator key is.

N64 Pro Exclusive – This year's entire N64 game

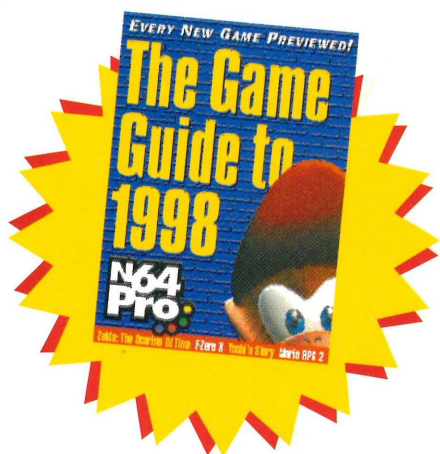
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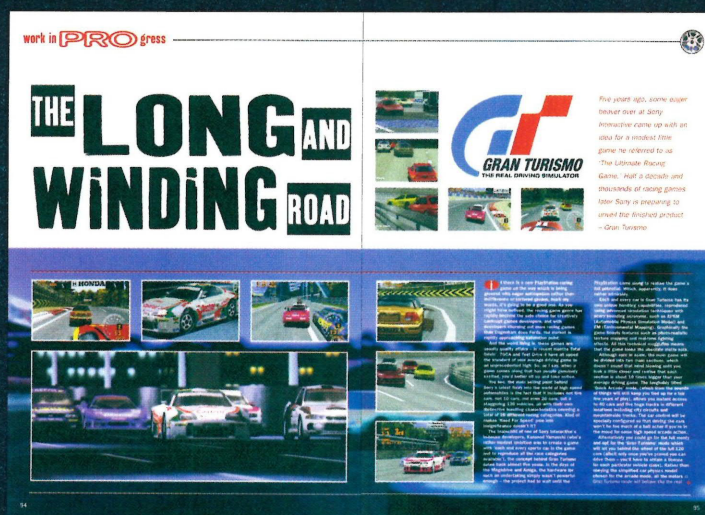
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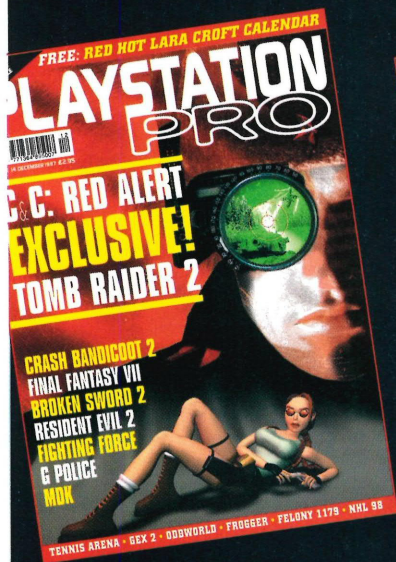
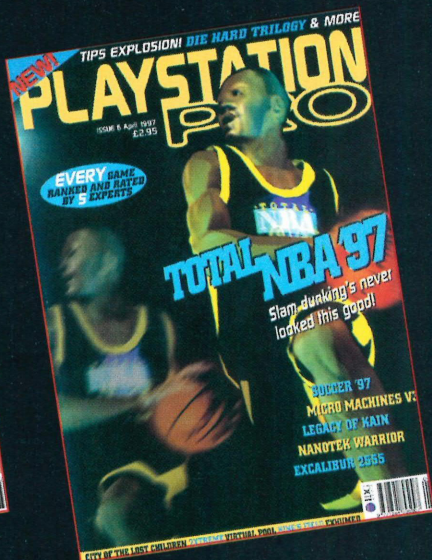
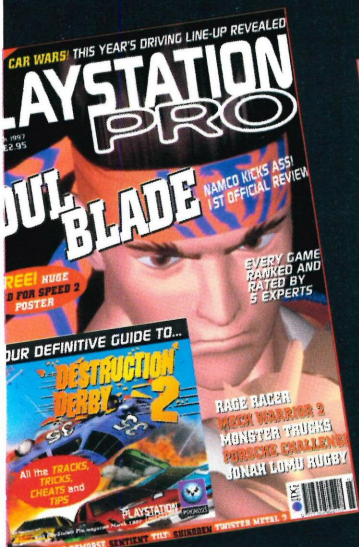
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by Andrew McNiven, South Queensferry, Edinburgh

Space Hulk:

Revenge of the Blood Angels



*Do you think we're not doing
our job properly? We don't care
as long as you're not our boss,
but that doesn't mean we
won't give you the
opportunity to speak your
mind about the games
you play and buy*

Command a crack squad of Terminator Space Marine-type dudes on a big hunt aboard an alien space ship; or just move very... slowly... through some fairly drab corridors shooting stuff. I'm not deliriously enthusiastic about the graphics, and the Space Hulk environment is more like a warehouse than a space ship in this slow moving first-person perspective strategic blaster.

The initial missions are pretty easy, you just do what you're told being just another grunt taking orders. Eventually you gain a promotion and then it's your turn to take command. This is where the game becomes one tough S.O.B. to master, because completion of each mission require tactical skill and judgement and not just the ability to press the fire button rapidly (although that attribute is pretty useful also).

This game may not move quickly, but it is well implemented and very atmospheric. Although you can't always see what your comrades are doing (unless they are in the same area as you), they always let you know what's happening. You hear them rattle off rounds of ammo as they cry out the names their comrades killed in action. They warn you about approaching enemies and tell you when their weapon is jamming up. Some even laugh as they waste the hordes of attacking Genestealers, while others even complement your shooting ability.

All this audio feedback adds so much atmosphere that you forgive the game's unimpressive graphics and slow gameplay. In fact the slowness adds more depth, as you must pick the right break in the battle to push forward and hold the next area. Get you timing wrong and your man on point gets caught before reaching his destination and is easy prey to the fast moving Genestealers.

Controlling your men is done in freeze time - effectively a limited pause function - which displays an

overhead map of the area on which you and your men appear as icons (and I don't mean the church has turned them into religious deities). You basically point and click and give them orders by cycling through the command list. This map can be used to scroll around and zoomed in and out enabling you to plot the best route forward to your objective. When the freeze time runs out the action starts again. All this is fairly easy to get to grips with and you'll find that in some missions you'll use this view frequently. The other view is as mentioned previously, first person... Ah! Doom clone! There, I said it.

Troops who survive each mission become more battle hardened and can be awarded special weapons. They also have different voices and you actually begin to recognise them and become quite attached to your group of squadies. So when a veteran soldier gets killed, it really does piss you off.

There are some 20 missions in the campaign, and also four training missions to familiarise yourself with issuing orders etc. Added



to this there are six Space Hulk originals from the board game, six famous missions and six classic missions all waiting in the historical options menu. A plus point to these historical missions is the ability to become any one of the terminators under your command. This enables you to fight down to the last man, even when you as squad leader have been killed. This is value for money and gives extra longevity to the game beyond the completion of the initial campaign.

This game will appeal to soldier shuffling, strategy heads and 3D blaster fans alike. But a mix of both is the only way to achieve any success. Send out those troops to do the dirty work and hold the area, then take point yourself and kick ass. You'll be surprised how far a little brute force, and skill with the aforementioned rapid fire button, can get you. When the Genestealers get within clawing range it's hand-to-hand combat, and it's pretty damn satisfying taking out two or three of the big toothed, sharp clawed aliens with one punch from your power glove.

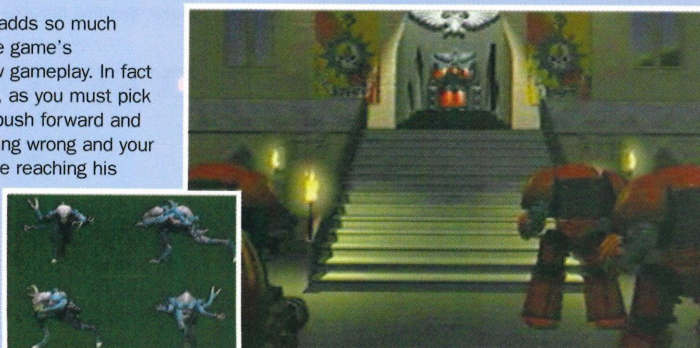
GRAPHICS: ?

SOUND: ?

GAMEPLAY: ?

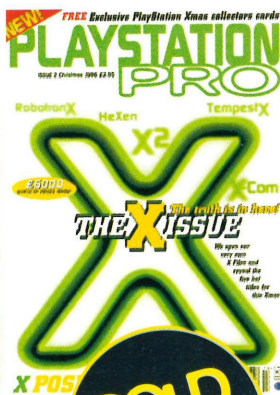
OVERALL:

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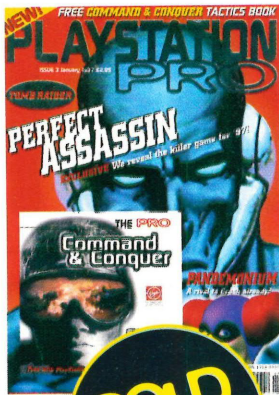




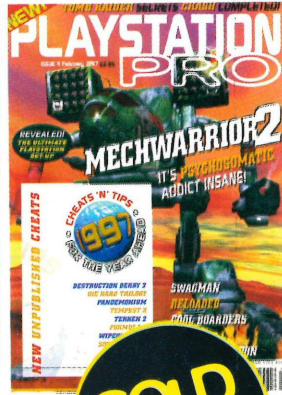
SOLD OUT



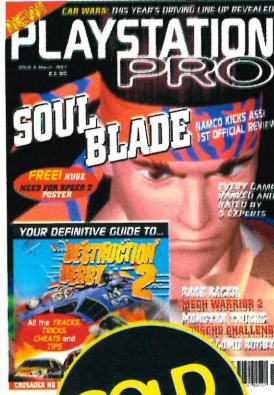
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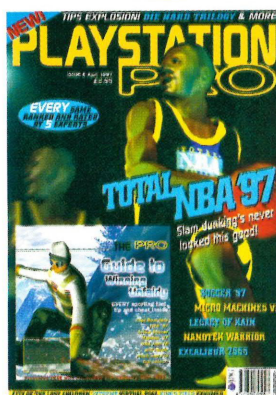
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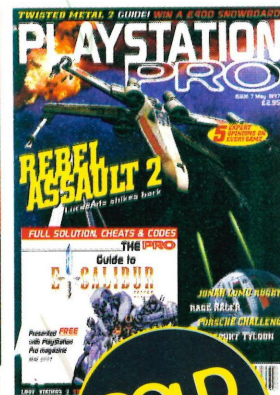


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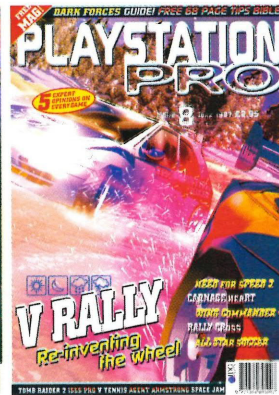


ISSUE SIX

COVER: Total NBA '97
INSIDE: Free Guide to Winning Unfairly Tips book, plus reviews of Soccer '97, Micro Machines Legacy of Kain, Nanotek Warrior, Excitebike 2555, Jet Rider and Crypt Killer



SOLD OUT



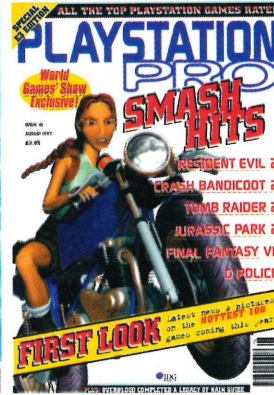
ISSUE EIGHT

COVER: V-Rally
INSIDE: Free 68 page mag full of new, current and platinum range tips and guides. Plus Need For Speed 2, Carnage Heart, Wing Commander 4, Rally Cross, All Star Soccer, Tomb Raider 2 and ISSS Pro



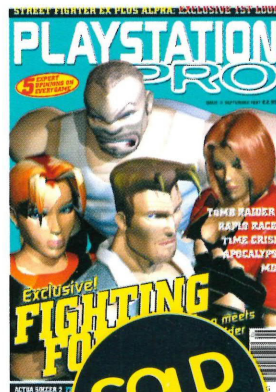
ISSUE NINE

COVER: Fantastic Four
INSIDE: Free Game Secrets tips booklet, Rally Cross, WCW vs the World, Swagman, Syndicate Wars, Overblood, Actua Golf 2, Darklight Conflict



ISSUE TEN

COVER: Tomb Raider 2
INSIDE: Massive E3 Expo issue plus: Resident Evil 2, V-Rally, Machine Hunter, Warcraft II, Ray Tracers and a complete guide to Legacy of Kain, Overblood and Discworld



SOLD OUT

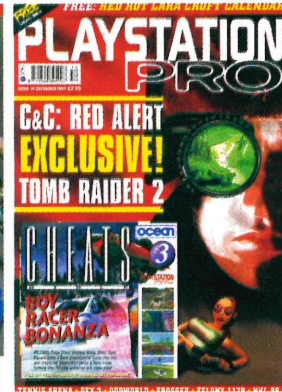


SOLD OUT



ISSUE THIRTEEN

COVER: Total Drivin'
INSIDE: Formula One '97, Nuclear Strike, Croc, Final Fantasy VII, Overboard, FIFA 97 and free Beat'em-up Cheats Bible



ISSUE FOURTEEN

COVER: C&C: Red Alert
INSIDE: Tomb Raider 2, Crash Bandicoot 2, Final Fantasy VII, G-Police, MDK and free Boy Racer Bonanza Cheats Bible



ISSUE FIFTEEN

COVER: Jersey Devil
INSIDE: Colony Wars, Street Fighter EX Plus Alpha, Discworld 2, TOCA, Pandemonium 2, and free Tomb Raider 2 complete solution

- Issue No.6 **Total NBA '97**○
Issue No.8 **V Rally**○
Issue No.9 **Fantastic Four**○
Issue No.10 **E3 Special**○

- Issue No.13 **Total Drivin'**○
Issue No.14 **Red Alert**○
Issue No.15 **Jersey Devil**○
Issue No.16 **Marvel Super Heroes**○

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ISSUE SIXTEEN

COVER: Marvel Super Heroes
INSIDE: The definitive guide to 1998, GTA, Broken Sword 2, FIFA RTWC '98, Resident Evil: Director's Cut and a free Final Fantasy VII



HAPPY NEW YEAR

WE REVEAL SONY'S TOP 100 TITLES FOR '98

PLAYSTATION - DIRECTORY -

Updated each month this section now includes our recommendations as well as the most comprehensive list of releases for your PlayStation. All Platinum releases are also highlighted and updated as and when they're released. So if you can't make your buying decisions from this list of games and scores then you're beyond help.

RACING

Put your foot down and avoid those corners! Yes, it's that popular genre that seems to double in size as each month goes by. Full on driving action ahoy!

ANDRETTI RACING

7.5



Mario gets in on the PlayStation scene, but not in the form of the fat Italian bloke. This isn't a classic but it's worth a look

BURNING ROAD

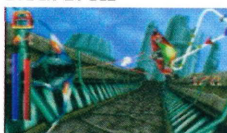
8



A fast paced racer which never performed as well as it should. Check out its improved sequel below, Explosive Racing

CYBER SPEED

5



A dreadful racer where your craft is attached to a wire and you spend hours throwing the joy pad around in disgust. Avoid!

DESTRUCTION DERBY

PLATINUM

7



When the PlayStation was launched this ruled the roost. Today it looks dated and shoddy, but it's worth £20

DESTRUCTION DERBY 2

8



This is what the original should have been - A much improved drive with fancier graphics and gameplay to boot. Buy it!

EXPLOSIVE RACING

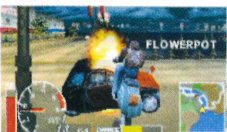
8



Burning Road was cool enough, but this sequel manages to address the original's minor problems and plays better too

FELONY II-79

7.5



Smash everything, drive through shopping malls and cause utter mayhem. Let down by a lack of tracks

FORMULA ONE

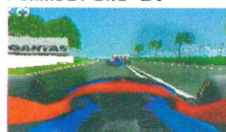
8.5



Grand Prix racing as it should be, tons of action and speed a plenty. But it's now time to check out F1 '97

FORMULA ONE '97

9



If F1 is comparable to the Arrows team, then this year's release is a Williams. Truly awesome stuff once again

FORMULA KARTS

8



Slightly above average racer which differs to any other racing game. The speed and handling are as they should be

HARDCORE 4X4

7



Ever wondered why people drive their trucks around in the dirt? Neither have we, but this title offers just that

HI-OCTANE

7



This could have been so good, but at the end of the day it was let down with poor graphics and even worse gameplay

IMPACT RACING

8



More thrills and spills in yet another fast paced racer. But even speed addicts will notice the flaws. Worth a look

JET RIDER

5



Awful jet ski racer that promised to be Sony's answer to Wave Race64. Of course, it wasn't and we hate it

KART DUEL

6



A fine attempt which looked the part but lacked the all important gameplay factor needed in driving games

MICRO MACHINES v3

9



Midget motor racer that everybody must own. The four player mode will have you glued to the TV for days on end

MONSTER TRUCKS

8.5



Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too!

MOTO RACER

7



Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey to be essential

MOTOR MASH

7.5



Playable and enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic MM however

MOTOR TOON GP 2

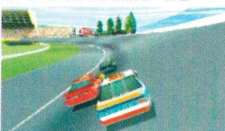
7



A colourful, quirky and fun Mario Kart style racer that got us all excited upon its arrival. By no means a serious game

NASCAR RACING '96

7



An average racer which looks and plays much the same as Andretti Racing. Rent it for the night and then decide

NASCAR '98

7.5



It's another stunning case of so near yet so far for a NASCAR game. It looks top but has a few niggling faults

NEED FOR SPEED PLATINUM

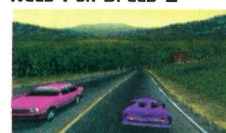
8.5



One of the essential racing games for any discerning player, although somewhat dated against today's offerings

NEED FOR SPEED 2

8



The slightly less than impressive sequel to Need For Speed. More options, but at the expense of the gameplay it seems

OFF WORLD INTERCEPTOR

5.5



Buy this and we'll hunt you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

PEAK PERFORMANCE

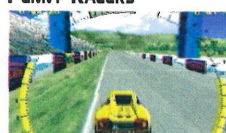
7



Another average racing game which looks decent enough but fails to impress in the grand scheme of things

PENNY RACERS

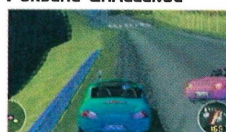
3.5



Quite possibly the worst racing game to date and one that manages to make Off World Interceptor look good. Avoid!

PORSCHE CHALLENGE

8.5



The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment

RAGE RACER

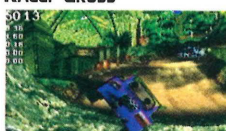
9



The third Ridge Racer game is an in-depth affair that pisses all over every driving game you care to mention

RALLY CROSS

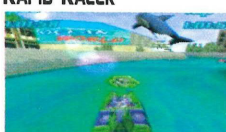
8.5



A bouncy rally game from Sony that went head to head with the excellent VRally. It's a good laugh, but VRally offers more

RAPID RACER

8



A powerboat racer which differs from all the other racers because now you're on water. Good fun for a short time

RAY TRACERS



7
Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like. Just rent it!

RIDGE RACER PLATINUM



8
The original PSX racer still takes some beating and for £20, you ain't gonna get a better driving title on your grey box

RIDGE RACER REVOLUTION



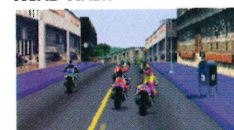
8.5
The sequel to Ridge Racer packs a mean punch, but failed to be a classic due to the limited course on offer

ROAD RAGE



4.5
A poor mans WipeOut in every sense. Why buy this when there are many bigger and better titles currently out there?

ROAD RASH



7
Average motor biker game from yesteryear that gives you the chance to knock your opponents off the road

SPEEDSTER



8
A racing game with a weird overhead view point. Original maybe, but it's still a required taste if driving's your game

STARWINDER



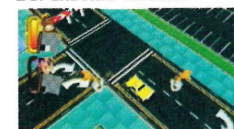
7.5
A 3D racer that fixes you to a space rail and throws you all over the place. It looks like WipeOut, but lacks it's edge

STREET RACER



8
Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated

SUPERSONIC RACERS



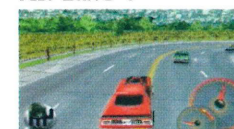
6
Wacky races style romp which offers plenty to MM V3. Wait for the sequel to arrive at Xmas before purchasing

TEST DRIVE OFF ROAD



6.5
Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed - just like pish people!

TEST DRIVE 4



7
Hindered only by a lack of a two player option which is what these games are all about at the end of the day. Shame

TOCA TOURING CAR



9
A fantastic Touring Car racer which is up there with the V-Rallies and Total Drivin's of this world. An absolute corker

TOKYO HIGHWAY BATTLE



7
A Rage Racer style game where you must build your car to improve your overall racing performance. Enjoyable

TOTAL DRIVIN



9
Possibly the ultimate racing game including everything from rally cars to sand buggies. Highly recommended

V RALLY



9
Truly amazing rally sim. Over 40 tracks to race on and loads of cars and options. You simply must buy this game!

WIPEOUT PLATINUM



7
Amazing gameplay and a top soundtrack made this a winner in the PlayStation's infancy. Now quite sluggish

WIPEOUT 2097



9
Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Buy this game today!

PUZZLE

Quirky brain teasers or bizarre Japanese head-scratching affairs - the puzzling choice on the PSX may be limited, but there's something here for everyone

3D LEMMINGS



8.5
An updated and special 3D addition to the on going Lemmings family. Save the suicidal green haired fops

BLAST CHAMBER



7
Dancing On The Ceiling is taken quite literally in this frantic explosive puzzling sport from the future. Confused?

BUST A MOVE 2 PLATINUM



6.5
Crazy puzzler which lacks the longevity of games such as Lemmings, but it's still a playable and fun two player game

GRID RUN



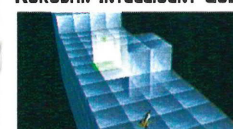
7.5
Fast paced chases around a floating grid. Good fun in small doses, but the longevity simply isn't there I'm afraid

HEBEREKE POPOITTO



4.5
Wacky Japanese puzzle game which owes plenty to Tetris and even more to the game's developers LSD intake methinks

KURUSHI: INTELLIGENT CUBE



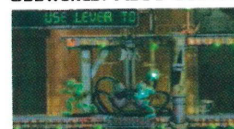
7.5
Bizarre puzzler in which you capture cubes as they roll towards you. Great fun but limited by a lack of variation

LOST VIKINGS 2



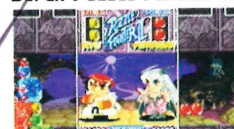
8.5
A tricky puzzler where you control a posse of comedy Norse men who are lost. It'll have you hooked in seconds too

ODDORLD: ABE'S ODYSSEY



9
The ultimate puzzle game. It's quirky, it's fun and more than a little perplexing. A truly original game

SUPER PUZZLE FIGHTER TURBO



9
A bizarre Street Fighter/ Tetris combination which will zap your social life into extinction within minutes. A must buy!

COMPILATIONS

Here we have the ancient arcade beasts brought back from the brink of extinction. Old bags of cack or classic coin-guzzlers from yesteryear? Read on to find out...

ATARI ARCADE'S GREATEST HITS



6
A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins and creators

NAMCO MUSEUM VOL 1



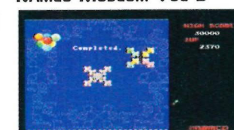
8.5
Depending on your age, you'll either love or hate these arcade classics from the guys that gave you Tekken 2

NAMCO MUSEUM VOL 2



6.5
Unfortunately, there's very little to recommend in this second collection of old games with dodgy graphics

NAMCO MUSEUM VOL 3



5
The further into the catalogue you go the fewer classic games there are it seems. Why do they still churn these out?

NAMCO MUSEUM VOL 4



6
Another dire collection of arcade classics from the early 80's that don't play as good as you think they used to

WILLIAMS ARCADE GREATEST HITS



6
Yet another retro game compilation which surprisingly has the odd treat hidden away in its innards

RPG

Final Fantasy VII has put the life back into role-playing games. If you've finished that already and are hankering for more, then check out the games in this section

FINAL FANTASY VII



9.5
The biggest game ever! A three disk bonanza which is already wreaking havoc on the feeble minded

KING'S FIELD



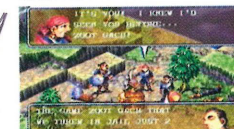
8
Standard and graphically basic role playing romp from Sony HQ. Despite it's looks though, the gameplay is impressive

SUKIKODEN



6
The first true RPG to appear on the PlayStation is unfortunately a little drab for everyone's taste. Try it

VANDAL HEARTS



8
Magic, action, strategy and fighting. It's a corker that's for sure and until FF VII turns up, waste your time with this baby

PLATFORMS

The ancient art of leaping from ledge to ledge in videogames can be perfected by using any of the following games contained in this section

CASPER



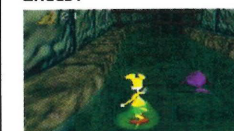
7
The friendly ghost makes his video gaming debut in this dodgy platformer aimed at the younger games player

CASTLEVANIA



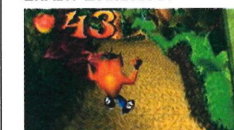
6
Probably the only game to have never changed since its initial release back in the Dark Ages. Not taxing and not clever

CHEESY



6
Semi 3D platform mayhem featuring a squeaky mouse. Crash is miles better though, believe me

CRASH BANDICOOT



8.5
A classic platformer soon to be revamped in a stunning sequel. Until then, enjoy this laugh a minute adventure

CRASH BANDICOOT 2



9
A massive improvement on the original and offers more variation than its predecessor. Yet another winner for Sony

CROC



8
A rival to Mario 64 only for the PlayStation. It's cute, cuddly and is in a league of its own. Maybe Jersey Devil will compete

EARTHWORM JIM 2



6.5
An unimpressive update of a SNES platform hero. But Jim's 2D PSX outing shows its age and should have been better

GEX



8
One of the best early platform games available. Bags of fun all round with a cracking comedy American lizard

HERCULES



Yet another Disney release which combines gameplay with their well known cartoon style. It's a little too simple though

JERSEY DEVIL



A slightly twisted take on the Croc theme. Tricky to get to grips with initially, but rewarding if you persevere for a little while

JOHNNY BAZOOKATONE



Johnny searches for his band mates in this dreary 3D platformer. Another one for the younger gamer out there

JUMPING FLASH



An average 3D platformer which was easily completed, yet loved by all. Well worth a look though and quite fun

JUMPING FLASH 2



An improvement on its predecessor with more depth and originality. But again, this is easy to complete

LOMAX IN LEMMINGLAND



A strange platformer featuring the lovable Lemmings. All in glorious 2D too. What a rare treat, eh?

LOST WORLD



Jurassic Park 2 hits the PSX and gives you five varying characters to play with, including a massive T Rex

MEGA MAN X3



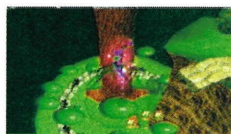
Uninteresting platformer from the age-old Japanese super hero. This would have looked out of date on the SNES. Avoid!

MICKY MANIA



The world's most famous mouse is uninspiring in this standard platformer, but offers good old school fun

PANDEMONIUM!



A 2D platformer made to look all 3D due to the PlayStation's graphic capabilities. Well worth a purchase

PANDEMONIUM 2



Tests your eyes like no other game. Colour blind players may have trouble with the over the top colour schemes

RAYMAN PLATINUM



The first classic platformer to hit the PSX and now available for £20 thanks to the handy wallet-friendly Platinum Range

SPIDER



Arachnid platformer which could have and should have been so much better. Rent it before spending

GOES TO HOLLYWOOD



Spot returns with a fine 3D platformer based on various classic movies from yesteryear. Try before you buy

TRASH IT



Control a fat bloke with a big hammer and basically smash every thing in sight. Original, but quite boring and bland

BEAT 'EM UPS

If you want to get in training for Saturday night's trip down the pub then fighting games are for you. Here's the definitive list for your PlayStation

BATMAN FOREVER



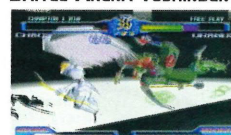
Knuckle dusters abound in this absolutely dreadful Dark Knight scrapper. Looks and plays really really badly. Avoid!

BATTLE ARENA TOSHINDEN PLATINUM



One of the first scrap fests to arrive on the PSX. Oddly enough it still manages to excite after all this time

BATTLE ARENA TOSHINDEN 2



Slightly less impressive than the original but still hits you where it hurts thanks to big swords and lots of top moves

BATTLE ARENA TOSHINDEN 3



The third member of the Toshinden family gives you everything the other two games did and lots more

CRITICOM



An average scrapping fest which fails to impress for any length of time. Another one for the rental option methinks

THE CROW: CITY OF ANGELS



Truly one of the worst beat 'em-ups to ever appear on any format ever. In every way a dodgy movie licence

DARKSTALKERS



Capcom use their SF2 engine to bring these Hollywood style horror icons to life in this enjoyable 2D fighting beast

DYNASTY WARRIORS



Costume drama beat 'em-up that has a little more plot than your average fighter. Not the best of its genre, nor the worst.

FANTASTIC FOUR



Streets Of Rage style action with Marvel Comics' famous family of mutants. The thing is, the gameplay is really terrible

FIGHTING FORCE



Better than most arcade beat 'em-ups. Varied pagga situations and more than a few shocks hold your interest

HEAVEN'S GATE



A weird and frantic 3D beat 'em-up from Japan which was truly disappointing in almost every department

IRON & BLOOD



A medieval style beat 'em-up giving you Orcs, Knights and freaky little wizards to slap around a standard arena

IRON MAN



Way down near the bottom of the pile, this comic book fighter should be avoided by anyone with any sense, or cash

KILLER INSTINCT: ARENA FIGHTERS



Kick boxing from your armchair sounds like fun, but this brave attempt was a disappointment for all who played it

MARVEL SUPER HEROES



Yet another standard beat 'em-up only this time having a link with superheroes such as Spiderman

MORTAL KOMBAT 3



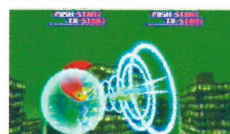
The 2D bloodfest which was hyped to the max when it got released over here. Not as cool as you may think

MORTAL KOMBAT TRILOGY



Imagine all three of the Mortal Kombat series on one CD! Well it's now a reality, but offers nothing new

PSYCHIC FORCE



Fair play, this offers something a little different from the norm for beat 'em-up fans, but it's by no means great

RISE 2: RESURRECTION



An improvement on the original but still lacks that killer punch needed to take it storming into everyone's game collection

SOUL BLADE



This remains one of the finest moments for beat 'em-up fans worldwide. Buy this or Tekken 2 and you're laughing

STAR GLADIATOR



Instantly playable scrap fest with lasting appeal and tongue-in-cheek Star Wars inspiration. Well worth a look

STREET FIGHTER ALPHA 2



The all time classic beat 'em-up makes a welcome second appearance on the PlayStation. A classic

STREET FIGHTER EX PLUS ALPHA



At last! The perfect fighting formula gets the 3D makeover it so richly deserves. Street Fighter fans will love it.

STREET FIGHTER: THE MOVIE



The game of the movie of the game. As dire as the movie itself and should be left alone no matter what the price

TEKKEN PLATINUM



Kicked its way into the homes of many a true beat 'em-up nut and is now available for a mere £20. And it still rocks!

TEKKEN 2



The far superior sequel remains an essential buy for anyone who loves 3D arcade fighting. You simply must own this

TOBAL NO.1



3D beat 'em-up with more depth and variation than any other on offer, but lacks the killer instinct to make it a must buy

WARGODS



An American arcade fighter that looks much better than it plays. Drab, uninteresting and ultimately forgettable

ZERO DIVIDE



Yet another futuristic beat 'em-up. But this one features polygon robotic thugs instead of butch blokes

FLIGHT SIMS

Often the butt of many a cruel gag, flight sim enthusiasts are seen as geeky nobs by their few friends. The question is, are you a geeky nob?

ACE COMBAT 2



Addictive and uncomplicated Top Gun shoot 'em-up from arcade masters Namco. And don't worry, it's not a flight sim.

AGILE WARRIOR



An action packed flight simulator which has you blowing things out of the sky left, right and centre. Good fun

AIR COMBAT PLATINUM 7.5




So-so flight sim from the PlayStation's early days. Now available for £20 via Sony's popular Platinum Range

BLACK DAWN 8.5



A frantic helicopter flight simulator that's also the sequel to the brilliant Agile Warrior. This offers more, obviously

FIRESTORM: THUNDERHAWK 2 8.5



Blow the opposition away with your savage chopper in this revamped version of an old classic. Worth a blast

GUNSHIP 8



A more technical helicopter flight sim which although being less trigger happy, still does the business

RAGING SKIES 6



The skies aren't so much raging, more mildly littered with the odd enemy. In every way average, so try before you buy

STRIKEPOINT 7



A fairly bog standard flight sim which offers nothing new but is quite good fun for novices and experts alike

TOP GUN: FIRE AT WILL 6



No surprises as to what this pretty fine game is all about, but at the end of the day there are much better games available

WARHAWK 6



An early helicopter simulator which looks basic but manages to enthrall with its 'must finish' missions

WING COMMANDER 3 7



Mark Hamill stars in the third of the ongoing space dog-fighting series. FMV in abundance, little gameplay

WING COMMANDER 4 7



More of the same if the truth be told, with Mr Hamill showing his face again in even more FMV based tales

WING OVER 8



Strange flight sim. Crammed with aerobic action and more than a little variation in aircraft. Offers more than most

ADVENTURE

Legend has it that adventure games have been going longer than any other genre in the world of videogames. Choose carefully traveller from our list below

ALONE IN THE DARK 8



Haunted house adventures which looks quite odd, but still manages to do the business on the old adventure front

BLAZING DRAGONS 6




Monty Python humour abound in this average adventure that's technically aimed at the younger gaming audience

BROKEN SWORD 8




The best point and click adventure on the PlayStation so far. A sequel is already here, but buy this anyway!

BROKEN SWORD 2 8.5




Equally as impressive as its predecessor containing more puzzles and more than a hint of some fine humour

CHRONICLES OF THE SWORD 3.5




A hot contender for the worst PlayStation game ever, this King Arthur-esque adventure is simply dreadful

CITY OF THE LOST CHILDREN 8.5



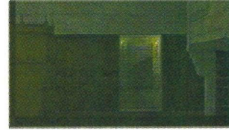
An epic adventure based on the average French arthouse movie of the same name. Well worth a look

CYBERIA 8




A PC conversion which looks a dream but has limited appeal to those after some good solid adventuring fun. Novice friendly

D 6



An interactive movie spectacle which lacks longevity, gameplay, excitement and playability. In a word, AVOID!

DISCWORLD 7



Terry Pratchett's finest moment transformed itself very well onto the PSX and this is simply amazing. A must buy!

DISCWORLD 2 8



Ultra barney sequel to the ultra barney Discworld. It's undoubtedly one for fans of Terry Pratchett's wacky books

EXCALIBUR 2255AD 8.5



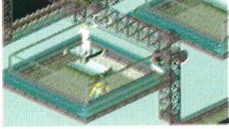
A 3D adventure which has the right mix of action and puzzles, but looks and plays too much like Tomb Raider

LEGACY OF KAIN 9




Vampire strangeness in this huge and impressive blood sucking adventure. Well worth the money though

LITTLE BIG ADVENTURE 7




This quirky adventure game was lovingly converted from its PC origins and manages to entertain for a short while

MYST 5



Average static screen jobbie from years ago. It won't amaze by any means, but it still has strong puzzling elements

NIGHTMARE CREATURES 9



This received some harsh treatment from other mags, but it's definitely one for the gore and action fans out there

OVERBLOOD 8



A futuristic adventure game which is over way too soon for the experts and sadly too boring for the novices

PERFECT WEAPON 8



A strange adventure game which has you punching your way to victory over a series of lush and lovely environments

PSYCHIC DETECTIVE 6



An FMV adventure game which may be too strange for some and simply too bonkers for the majority

RESIDENT EVIL 9



The ultimate gore fest for any fan of zombie movies. Puzzles, shotguns, big snakes and blood thirsty freaks aho!

RESIDENT EVIL: DIRECTORS CUT 9



A two disk spectacle which brings you three variations on the original game and a 20 minute demo of the sequel

SENTIENT 8



An adventure game which struggles for identity among the other more stronger titles currently available

SWAGMAN 8



A spooky cartoon adventure which owes much to classic Zombies Ate My Neighbours on the SNES

TIME COMMANDO 7




You travel through time in this 3D adventure although the effort really isn't worth bother

TOMB RAIDER 9



This still sells by the truckload, simply because there's nothing better on offer. The sequel's on the way too!

TOMB RAIDER 2 9.5



What more can be said about Lara Croft and her raiding of tombs? Nothing. This is what you expected and a whole lot more

SHOOT 'EM UPS

3D arcade blasters are a popular breed with PlayStation owners worldwide, and as you can see from the list below, there are plenty on offer to choose from

ALIEN TRILOGY PLATINUM 9



You are officer Ripley taking on wave upon wave of slimy space critters in this top PSX version of the three classic movies

AREA 51 2




This game doesn't exist. Oh no. Unfortunately, we're joking and it does actually exist. And it's a pile of shit

ASSAULT RIGS 6



Amazing gameplay and a top soundtrack made this tank battler a winner in the PSX's early days. Try before you buy

BATTLE STATIONS 2



This is basically Battleships for losers who can't be bothered getting the board game out of the loft. Please avoid!

BLAM! MACHINEHEAD 7



3D shoot 'em-up with some nice graphical effects, but let down by over complex missions and bad handling

COLONY WARS 8.5



A futuristic blaster which sees you following many different paths as you battle your way across the cosmos

CONTRA: LEGACY OF WAR 6



A 96 remix for the bland horizontal scrolling shoot 'em-up from yesteryear. Nothing special going on here

CRUSADER: NO REMORSE 7.5



Take control of a robotic assassin in this isometric viewed PC conversion. Bullets and blood aplenty

CRYPT KILLER 5



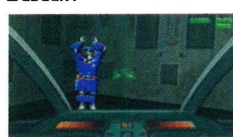
Truly awful conversion of the arcade game where you shoot badly drawn zombies and comedy mummies

DARK FORCES 8.5



Star Wars meets Doom in this classic blaster. If you want to kill Stormtroopers, then this is the game for you

DESCENT



8
Shoot 'em-up in the Doom style only you're flying around in a spaceship head first down a massive mine shaft

DESCENT 2



6
Less than impressive sequel that offers more of the same. The thing is, we've seen it all before

DISRUPTOR



8
A pretty marvelous and varied Doom clone giving you huge weapons and a fair bit of FMV mission briefing

DOOM



9
The game that spawned a thousand imitators. A classic in every sense of the word. Buy this game today!

DUKE NUKEM 3D



8
Sure it's been released ages ago on other formats but if truth be told this is still pretty darn marvellous

EPIDEMIC



7
The sequel to Kileak doesn't offer anything new, but gives you more enjoyable corridor roaming fun

EXHUMED



7.5
Slightly flawed but not too bad Doom clone set in ancient Egypt. Could have been a contender to Doom's crown

FADE TO BLACK PLATINUM



8.5
A 3D shoot 'em-up which impresses many with the lavish graphics and exotic locations and cut sequences

FINAL DOOM



8.5
The rather splendid sequel to the monster hit giving you more of the same, with added bonus bits of blood

FIRE & KLAUD



6
Rather bland cartoony shoot 'em-up affair where you control a comedy cartoon cat and ape duo. Honest!

G-POLICE



8.5
Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys has never been so much fun

GALAXIAN 3



6.5
Dull shoot 'em-up similar to Starblade Alpha, but not as impressive. The arcade version rocks, but this sucks

HARD BOILED



5
Based on the cult comicbooks of Frank Miller, this has you driving a big tooted-up Chevy in futuristic settings

HEXEN



4
Eagerly awaited drivel which at the end of the day that should have been brilliant. As it stands... just avoid it

INDEPENDENCE DAY



3.5
Maybe the worst movie license ever, even if we take the awful SF: The Movie into consideration. Absolute cack

IN THE HUNT



5.5
Underwater shoot 'em-up where you piss around in badly drawn sprite-based subs. Another one to avoid

JUDGE DREDD



8
Stunning shoot 'em-up from Gremlin. The bullets will be flying and the adrenalin pumping almost immediately

KILEAK THE BLOOD



8
By today's standards this wouldn't fare too well, but it ruled the roost in its hey day. See Epidemic, its sequel

KRAZY IVAN



8.5
Slightly flawed 3D shooter giving you full control over huge Russian Mech robots. Worth a look if you fancy it

LIFEFORCE: TENKA



8
Gloomy surrounds, stunning graphics and wicked gameplay make this one a winner. Buy it!

LOADED PLATINUM



8.5
An isometric viewed shooting gore fest which isn't all that bad. And at £20 a throw you're laughing! Buy it!

LONE SOLDIER



3
A dire 3D shoot 'em-up where you're in control of a butch soldier hellbent on saving the globe from aliens. AVOID!

MACHINE HUNTER



7.5
The 3D levels can be tiring in this huge game that oozes Loaded influences. The game, not the magazine

MDK



8.5
Snappy name, awesome game. Drops you in the centre of a violent world where only the strongest will survive the day

MECHWARRIOR 2



8.5
Robots blow each other away big time in this fine shoot 'em-up brilliantly converted from the PC

NANOTEK WARRIOR



8
A psychedelic shoot 'em-up in the same vein as the old arcade classic, Tempest. Except loads better

NOVASTORM



4
An early release on the PlayStation that could have been so much more. As it stands, it's fairly dull as things go

NUCLEAR STRIKE



8
The eagerly awaited sequel to Soviet Strike which doesn't disappoint. More thrills and spills than previously

PARODIUS DELUXE



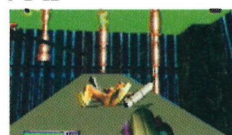
6.5
A conversion of the original classic Parodius game which will surprise no one but amuse many

PHILOSOMA



6.5
A shoot 'em-up incorporating many different viewpoints but with very little excitement. Look elsewhere before buying

PO'ed



7
Smack walking backside and the like with frying pans and big sticks in this strange slant on the Doom clones

RAIDEN PROJECT



8
One of the great shoot 'em-ups to ever appear anywhere ever. If arcade style blasters are your bag, buy this today

RAPID RELOAD



5
Shoot 'em-up in the same vein as Mega Man, only better. Another early release that should have been better

RAYSTORM



6.5
A fine but standard shoot 'em-up. Not sure it warrants the £40 price tag though. Try it, you might like it

RELOADED



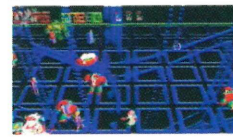
8.5
The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable though

REVOLUTION X



3
Oh my God! How bad is this? A crap arcade affair starring - wait for it - bloody Aerosmith! Avoid! Avoid!

ROBOTRON X



7.5
A revamped 3D version of the old arcade game gives you plenty of hours of frantic thumb blistering fun guaranteed!

SHELLSHOCK



9
3D tank shoot 'em-up where combat strategy is required for you to progress with your team of tooted-up home boys

SHADOW MASTER



8
Psygnosis continue their fantastic line up of stunning games-both visually and in terms of gameplay

SHOCKWAVE



6
Kill the alien invaders before they take over the world in this shoot 'em-up that first appeared on the 3DO

SLAMSCAPE



3
Truly dreadful in every sense. Futuristic shooters are ten a penny, but this is the worst game ever invented. Avoid!

SOVIET STRIKE



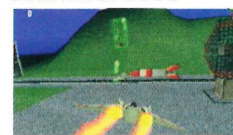
8
This is your chance to mow down Russians in this mega tough, but hellishly addictive helicopter romp

STARBLADE ALPHA



5
A substandard arcade conversion that should never have been released. Boring, boring, boring. Avoid!

STARFIGHTER 3000



6
Another dull 3D shoot 'em-up which gives the genre nothing new, nothing interesting and nothing in the way of originality

STEEL HARBINGER



5
Never lived up to its promise. Yet another dull futuristic blaster starring some psycho yank cyber babe with big hair

TEMPEST X3



6
Three games in one still doesn't give this the edge it needed. You get the original and two new 3D versions

TIGERSHARK



4
Truly awful nautical affair in which you hammer around blasting all and sundry. The only problem is it's terribly dull

TIME CRISIS



9
Undoubtedly the finest lightgun game around at the moment. There's more than a little frantic shooting to be done

TOTAL ECLIPSE



4 If the word naff was a game, then this would be it. It looks bad, plays even worse and will ultimately be forgotten by all

TUNNEL B1



7.5 Visually stunning Channel Tunnel simulator that moves hyper fast but is generally too complex to love

TWISTED METAL



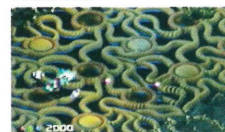
7 The original PSX road rage game was a tad disappointing for many, but certain gamers love it to bits. Try it first

TWISTED METAL 2



8 The much improved sequel to the carnage craving original that offers plenty of mayhem across the globe

VIEWPOINT



8.5 Colourful and visually attractive shoot 'em-up. Tricky to play however, but has that old school arcade feel to it

X2



8 Ultra difficult shoot 'em-up with more mayhem and weapons than most and a storming techno soundtrack too

XEVIOUS 3D/G+



4 A pointless shoot 'em-up which is absolute dross and carries the worst name in video gaming history

STRATEGY

Not so much 'put on and have a quick go', more like 'play the damn thing for weeks on end whilst destroying your social life' kinda games. Top fun though

AIV EVOLUTION GLOBAL



6.5 Sim City-esque train network builder which may be boring as hell for most, but PC owners will cream over it

ALLIED GENERAL



5 A bit like a game of computer Risk at the end of the day. Sorted if you like that kind of thing. We didn't

BEDLAM



6 Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too

CARNAGE HEART



8 Bizarre robot fighting goes on for a change. Robot fans should love every second of a good title

COMMAND & CONQUER



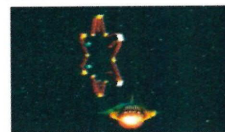
8.5 The classic war strategy game. Still causing players major headaches and still worth every second of your time

C&C: RED ALERT



9 The second installment of C&C is a huge improvement with more action and strategy than ever before

DARKLIGHT CONFLICT



7.5 Strategy as well as a busy trigger finger will get you through this. Stir in some patience to boot and you'll be away

DEFCON 5



6 3D affair which lacks any kind of lasting appeal for new or experienced gamers alike. Be very careful indeed

GRAND THEFT AUTO



9 Controversial game which endorses bad behaviour in cars. Hurrah for all concerned. Not for everyone

MAGIC CARPET



7.5 Mystical carpet flying. A very strange strategy/action game. One of Bullfrog's fine early moments in gaming

MONOPOLY



7 It's everyone's favourite boardgame for passing the time away on long rainy days. Only it's on the PlayStation

PANZER GENERAL



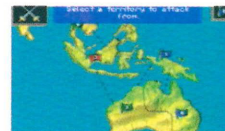
5 More computer Risk which involves plenty of strategic planning as you might expect from this kind of thing

RETURN FIRE



7 Strategy and action are the key points to this strange game. Try before you buy just in case you hate it

RISK



7 Another board game which you either love or hate. It involves killing numerous armies. Fun if you like that sort thing

SIM CITY 2000



7 The ultimate in megalomania. Play is a little jerky however but if you can put up with that then you're laughing

SPACE HULK



8 Strategy fest. Takes time to suss but is worth the effort as the rewards are great in the end. Stick with it for a bit

SYNDICATE WARS



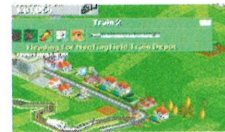
8.5 The latest strategy release everybody is craving for. Top graphics and wonderful gameplay. Just buy it

THEME PARK



7.5 Sim City-esque Alton Towers development kit. Watch out for people chucking up all over the show though

TRANSPORT TYCOON



8 The best ever train 'em-up to hit the Playstation. Build a successful infrastructure and win

WARCRAFT 2



9 A Command & Conquer style affair. A bloody fantastic strategy game that you'll simply adore after two mins!

WARHAMMER



7 Strategy in abundance in this one. Go to war with your hammer and leather those goblin scum to oblivion

WORMS PLATINUM



9 The slimy blighters star in the best multi-player game available in any format in our opinion. Get your mates in

X-COM: ENEMY UNKNOWN



8.5 The aliens have landed and need a damn good hiding in this strategy fest. Go get 'em tiger and send 'em home

X-COM: TERROR FROM THE DEEP



9 The sequel to Enemy Unknown which is, if anything an improvement. Best alien game to date

SPORTS

Almost every sport going has been converted to the PSX, offering plenty of awesome two player competitive fun. Darts has unfortunately been overlooked

2XTREME



4.5 Terrible, just terrible. Please don't ask me to come up with any other words or I'll be forced to say the word "shite" to you

ACTUA GOLF



8 The original golf game had a few minor faults but still did the business for the sport on the Playstation initial

ACTUA GOLF 2



8.5 With the faults ironed out, the sequel is the best golf game available bar none. We challenge you to beat it!

ACTUA SOCCER PLATINUM



8 The first classic footy game for the Playstation has dated a little since its arrival. Still worth a peek though

ACTUA SOCCER 2



9 If you love your football, then you'll love this. If you despise football, you'll love this. It's that bloody fantastic

ACTUA SOCCER: CLUB EDITION



6 Not so much a sequel as the same game with league teams included. What more do you need Wolves fans?

ADIDAS POWER SOCCER



7 Predator shots shoy in this bizarre footy fest with a high profile sporty gear licence. Sporty Spice here we come

ADIDAS POWER SOCCER '97



7.5 More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

ALL STAR SOCCER



8.5 Surprisingly enjoyable footy game which doesn't take itself too seriously. Hated by some though.

BREAK POINT



7 Unimpressive tennis game. Sort of like watching a game on Wimbledon's Court 123 or something

COOL BOARDERS



7 Ultra playable and ultra short snowboarding game. It's trendy to get rad but the game never really got there

DAVIS CUP TENNIS



8 Average attempt at the ultimate tennis experience. One day the definitive tennis game will arrive here

ESPN EXTREME SPORTS



7.5 BMX racing amongst others in a truly poor sports game. Extreme Crap would be nearer the mark we think

FIFA '96 PLATINUM



7.5 A tiresome, sluggish football game with limited appeal. Even the name is out of date now. Good planning

FIFA '97



9 Definitely the best of the FIFA bunch to date. Good everything included! Footy fans check it out today. Please

FIFA '98



Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world. Awesome

GOAL STORM



Renamed for its official release it's an acquired taste, especially if your taste is for below average footy games

ISS Deluxe



A pretty bland footy affair which could have been better. But wasn't. So avoid it at all costs if you're clever

ISS Pro



Perhaps the most overated football game ever. Check out the N64 version for instance for how it should have been

INT. TRACK & FIELD PLATINUM



This remains one of the most playable and addictive games available. Still an office favourite even now

JONAH LOMU RUGBY



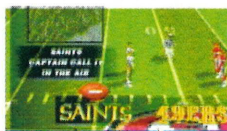
One of the most impressive sports games ever. Playable, great looking and downright accurate. Get it now

KICK OFF '97



Tries a little too hard to be something special but ends up being as dull as they come. Should be better

MADDEN NFL '97



Cracking NFL game that whips the American butts of any other attempt so far. Buy it right now or die

MADDEN NFL '98



As fantastic a game as there has been for this sport. Yet another update which goes from strength to strength

NAMCO EUROPEAN SOCCER



Unimpressive football sim and that's all you can say about it. Er, I've got some lines left...help me, please

NAMCO SMASH COURT TENNIS



The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably.

NBA HANGTIME



Fine enough basketball game which is buried underneath a stack of better releases. Take a look below for the proof

NBA IN THE ZONE



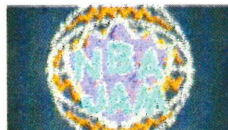
Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion

NBA IN THE ZONE 2



Yet another basketball sequel which is practically identical to the original and every other game of BB

NBA JAM EXTREME



A rather playable if uninspiring basketball sim. At least tries to be different and exciting. Almost makes it

NBA JAM TE



More of the same with slight improvements. See above for basically the same blurb. It's basketball after all isn't it

NBA LIVE '96



It's difficult to distinguish one basketball game from another as we keep trying to tell you. Do you ever listen?

NBA LIVE '97



Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?

NFL GAMEDAY



American football game which actually rivals Madden. Doesn't beat it but rivals it which can't be bad eh?

NFL QB CLUB '96



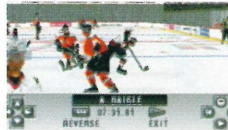
The American Football bandwagon continues to bring average games like this along with it. Good eh?

NHL '97



Another average ice hockey game. What is it about American sports that inspire such samey games all the time?

NHL '98



Yet another stunning release from EA Sport's stable. A contender for the best ice hockey game for your PlayStation

NHL FACEOFF



Fantastic ice hockey game that really stands out from the crowd. A great achievement in the end

NHL FACEOFF '97



The not so good sequel to the best ice hockey game available. Should have been much, much better than this

NHL POWERPLAY HOCKEY



Fine ice hockey game that never quite makes it to great heights but has a damn good try before falling flat after a fine attempt

OLYMPIC GAMES



Take part in your very own Olympics in this rather splendid release. Not Sydney but you can't have everything

OLYMPIC SOCCER



In short this has got just about the lot except for real player names. Top footy fest though. Don't knock it

ONSIDE SOCCER



Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

PGA TOUR '96



Disappointing golf game which we'd expected a lot more of. Fun for a while but fades away quite quickly after that

PGA TOUR '97 PLATINUM



The updated version still lacked the killer drive that we've come to expect from the likes of EA Sports games

PGA TOUR GOLF '98



Releasing an update as often as Paul has cheese and beetroot butties is pushing it a little, even if it is a treat

PLAYER MANAGER



Unimpressive and flawed attempt at footie management. Still a rarity on the Playstation though

POWER MOVE PRO WRESTLING



A better than average wrestling fest which isn't saying that much really is it. Ah well. Can't have it all

POWER SOCCER 2



An improvement on Adidas from Psynosis but with Actua Soccer 2 in the vicinity it won't fare too well unfortunately

SAMPRAS EXT. TENNIS



Second only to Smash Court Tennis with a big name licence to boot. Good stuff all round. You'll like it, trust us. Oh yes

SLAM 'N' JAM '96



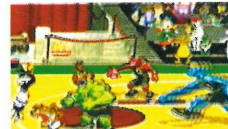
Another fine attempt to bring basketball onto the PlayStation. Not that different from the others though really

SOCCER '97



Updated version of Olympic Soccer with league teams. A fine moment for football games on the machine. Go for it

SPACE JAM



Movie license shenanigans which combine basketball and cartoons. Absolute crap in every sense! Avoid, avoid

STRIKER '96



The first football game to impress. Dated by today's standards. A bit repetitive too. Let's be careful out there

TENNIS ARENA



Is it any good, or is it not? This is the argument which has been raging for weeks now. Beauty is in the eye of the beholder indeed

TEN PIN ALLEY



Bowling from your armchair doesn't sound like much fun. And it isn't. At all. In any way shape or form. Honestly

TOTAL NBA '96



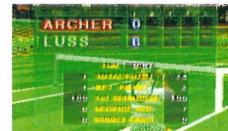
Perhaps basketball's finest moment until its inevitable sequel which is underneath here!

TOTAL NBA '97



Taking the original one step further. An absolute slam dunker. If that's what you like of course! Each to their own

V TENNIS



Be your own Agassi in this standard tennis affair. I suppose it would be your own V Agassi as well. Hmm.

VICTORY BOXING



More than a beat 'em-up this actually requires you to build up your boxer to take on the big time pros

VIRTUAL GOLF



Slightly dreary golf sim. But then, show me a golf sim that isn't and I'll call you a big smelly liar. I'll do that anyway

VIRTUAL POOL



The only true pool simulator available. It's not much cop though but you can't have everything all the time

VR BASEBALL



Home Run Derby and stunning graphics are the recommendation points to this bat and ball game

WCW VS THE WORLD

8



You know what to expect when you play these things. This is better than most but does that tell the full story?

WWF IN YOUR HOUSE

5.5



Or not as the case may be. If so, then Get out before I call the police you freak! Or is it the World Wildlife Fund YHH?

WWF WRESTLEMANIA

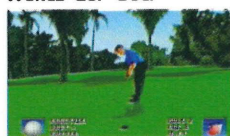
8.5



More of the same only slightly better than most in a fiddly button type way. Try before you buy is the deal here

WORLD CUP GOLF

5



Totally dreadful golfing game. Went back from whence it came which stank a bit. Sort it out lads and don't do it again

MISC

Those games that don't seem to sit in any particular genre wind up being dumped in our miscellaneous section. Why? Because they do. Okay?

AQUANAUT'S HOLIDAY

2.5



Jacques Cousteau simulator. Build reefs and speak to fish. Great if you like the worst game of all time!

BALL BLAZER CHAMPIONS

6.5



3D futuristic sports contest which isn't much cop if we're being honest with each other. And we are

CHESSMASTER 3D

4.5



A shabby affair which will never compete with the real thing for grand excitement and tension (is that too sarcastic?)

DIE HARD TRILOGY

9



Thrills and spills from start to finish in this varied movie caper. A great game well worth your attention and cash

EXTREME PINBALL

3.5



Flipping heck, this is dreadful pinball nonsense of the worst kind. Snap your disc up, or something

FROGGER

7.5



The eighties hero has returned in a totally revamped release which surpassed all expectations. Cute and cuddly

OVERBOARD

6



A bold attempt at something a little different. It just doesn't quite reach the mark. Fun in short bursts or multi-player

PITBALL

8



Futuristic sports game which is actually rather good in a rather futuristic sports game type way. Honest! Believe us please

PARAPPA THE RAPPER

9



The most original game on the PlayStation to date. You've never seen anything like this before

PRO PINBALL: THE WEB

8



A fantastic pinball sim that will have your flippers flipping until the cows come home. Whenever that is these days

REBEL ASSAULT 2

7.5



Looks like a dream but can be completed in the time it takes to fart. Depends how much curry you've had I guess

RIOT

6



Drab futuristic sports game. Has no lasting appeal or even short term appeal for that matter. Avoid at all costs

ROSCO McQUEEN

8



Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable dousing fest from Sony

TILT!

8



Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family and their family too

TRUE PINBALL PLATINUM

9



Another in the long line of pinball games. Better than most but that's not saying that much though really

Now that you can see for yourself the mountains of games released so far for the PlayStation, complete with their Pro scores, you should need little help in finding a classic addition to your current collection of beloved titles.

However, since you're spoilt for choice we've compiled 24 games which any self respecting PlayStation owner should be flogged for if you don't own them. If these don't take your fancy then there's obviously plenty of air blowing through your skull

PLAYSTATION PRO

G-POLICE

FI '97

FINAL FANTASY VII

RESIDENT EVIL: DIRECTOR'S CUT

WIPEOUT 2097

FIFA '98

MICRO MACHINES

TEKKEN 2

SPUL BLADE

V RALLY

GRAND THEFT AUTO

INTERNATIONAL TRACK & FIELD

CRASH BANDICOOT 2

WORMS

DIE HARD TRILOGY

TOCA TOURING CAR

COMMAND & CONQUER: RED ALERT

TOTAL DRIVIN'

ODD WORLD: ABE'S ODDYSEE

COLONY WARS

TOMB RAIDER 2

ACTUA SOCCER 2

TIME CRISIS

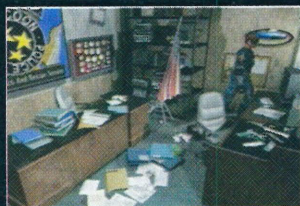
STREET FIGHTER EX PLUS ALPHA

Next Month... **World Exclusive** **MEN IN BLACK**

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MASTERS OF THE TERAS KASI
RESIDENT EVIL 2
COOL BOARDERS 2



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SPAWN
RAMPAGE
FORSAKEN
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XENOCRACY
N2O & MANY MANY MORE



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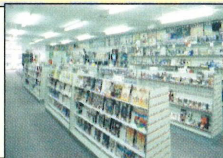
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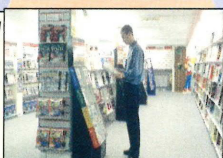
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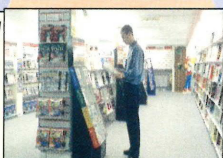
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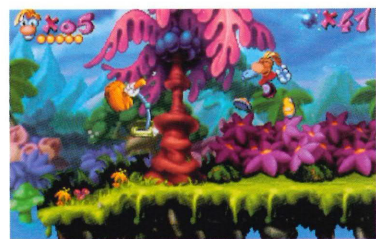
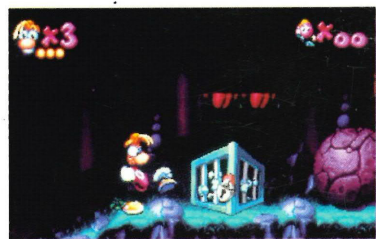
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